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PLANE-HOPPER'S HANDBOOK



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ON THE COVER



Seoni, Yoon, and Lirianne prepare to venture into the Great Beyond in this stunning cover art by Setiawan Lie. Yoon urges Lirianne to hurry up before the planar gate closes, or worse yet, before Seoni leaves without them!



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Reference

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at pfrd.info.

| | | | |
|--------------------------------|-----|---------------------------|----|
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| <i>Adventurer's Guide</i> | AG | <i>Ultimate Combat</i> | UC |
| <i>Advanced Player's Guide</i> | APG | <i>Ultimate Equipment</i> | UE |
| <i>Advanced Race Guide</i> | ARG | <i>Ultimate Intrigue</i> | UI |
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INTRODUCTION



Golarion teems with snowcapped mountains, barren wastes, raging seas, and more. And yet, it is but one world in one sliver of reality—the Material Plane—and lying beyond it are countless more. Whether through a portal, a cosmic event, or potent magic, adventurers may find themselves adrift in the Great Beyond. When hopping from plane to plane, travelers should ensure they are adequately prepared and protected against each plane's unique hazards.

Closest to the Material Plane are the Transitive Planes that intersect and overlap it. Though the barrier between the Material Plane and these realms is thin enough that they can be touched even without true planar travel, these planes present their own hazards. The boundless void of the Ethereal Plane is an endless expanse of mist laden with psychic impressions of events long past, and it lacks gravity or space. Likewise, the weightless and timeless Astral Plane collects ideas and possibilities that, when stirred by the planar currents, can spin into entire realms. Reflecting a warped existence that strangely mirrors the Material Plane, the Shadow Plane is filled with constant gloom and cruel denizens. Lastly, though it remains oddly isolated from the rest of the multiverse, the painfully vivid First World is a bright initial draft of reality where the terrain itself changes abruptly without warning.

Ringling all of these are the four Elemental Planes. The naive traveler might prepare to explore these planes as she

would similar locales of Golarion, thinking of the Plane of Water like a sea, or the Plane of Air like the open sky. This is true, but dangerously shortsighted—the Elemental Planes are impossibly wide in scope and variety. Travelers to the Plane of Water will need to contend with not just the scarcity of breathable air, but also currents of blood and toxic salinity. The Plane of Earth is a labyrinth of tunnels, caves, and geodes of precious minerals, as well as poisons both chemical and radioactive. The Plane of Air is a comparatively peaceful exception filled with fresh skies, but even here, visitors should mind the plane's sheer scale and lack of solid purchase. The Plane of Fire certainly presents the most immediate hazards, as the environment's burning atmosphere is enough to incinerate most creatures, making protection against heat and flame an absolute necessity in this realm.

The souls populating the cosmos originate at the root of all life: the Positive Energy Plane. Yet, despite being the origin of positive energy, the plane itself is ironically among the most hostile in the Great Beyond. The Positive Energy Plane is a crucible forging the stuff of creation, and though its energy can be beneficial to living creatures in small doses, the plane eventually overloads and breaks down souls that dwell there too long. Its polar opposite, the Negative Energy Plane, is similarly inhospitable, suffused as it is with the cold energy of undeath. Entropy inexorably grinds away at

anything left here too long, and undead roam freely, seeking to destroy any life they find.

Crossing into the Outer Planes, travelers will find realms dominated not by physical material, but by alignment and philosophy; these planes are where most mortal souls come to rest after death. The good-aligned planes are perhaps the most hospitable, each focused on upholding a good and just sanctuary in the Great Beyond. Heaven expands and contracts to suit its inhabitants' needs, and travelers should keep this shifting nature in mind while taking care to not run afoul of its laws and strictures. The serene Nirvana offers a vast landscape in which to contemplate and seek enlightenment, with resident beings that have assumed unique forms reflecting their desire for individual perfection. Finally, Elysium provides a free expanse for those who seek goodness untempered by order, giving rise to vast wildernesses that are every bit as dangerous as those found elsewhere on the planes.

The planes of Axis, the Boneyard, and the Maelstrom remain neutral in the conflict between good and evil. The Perfect City of Axis is flawlessly ordered, a kaleidoscope of inhabitants and architectural styles layered into an organized metropolis, but even it, like all cities, has its dark underbelly. Opposing this is the Maelstrom, the chaotic border that touches all other planes and slowly grinds them back into nothingness, recycling the quintessence to be reborn again as souls. Stretching tall into the Astral Plane above is the Boneyard, the neutral realm of the dead that all souls eventually pass through, providing a crossroads for mortal souls and outsiders alike.

Finally, the evil-aligned planes are for only the most desperate or brave planar travelers. Hell is filled with devils and the souls of the damned, with each of its nine layers reflecting the will of its increasingly cruel archdevil ruler. Dominated by the blighted River Styx, the realm of Abaddon represents oblivion and erasure, and travelers are sure to be swiftly hunted by native daemons and other monsters. Last is the vast, fractured, and demon-infested realm of the Abyss, where powerful magic or other methods can be necessary for travel within the plane itself, or to deeper realms where even stranger beings lie in wait.

PLANE-HOPPING TRAITS

The following traits are suitable for characters who often travel the Great Beyond.

Acclimatize Alignment (faith): Like a climber ascending a mountain, you gradually grow acclimatized to an opposing planar alignment. For each consecutive day you remain on a mildly aligned plane that opposes your alignment, reduce your penalty on Charisma-based checks by 1, to a minimum of 0. This does not affect the penalty from a strongly aligned plane.

Internal Compass (magic): You maintain a sense of direction, even on planes where direction is relative. If you are on a plane that has no analogue to north, you automatically know the direction toward the plane's major dominating

feature (for instance, Pharasma's Spire in the Boneyard, or the sun in Nirvana). If there is no such dominating feature, you instead know the direction of the closest feature significant to one of the plane's divinities or demigods.

Subjective Equilibrium (combat): You understand that gravity is far from constant when traversing the Great Beyond. You gain a +2 trait bonus on Wisdom checks to move on a plane with subjective directional gravity, and you gain a +10-foot enhancement bonus to your speed when "falling" on such a plane.

RULES INDEX

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PLANAR TRAVELERS

The planes are vast and varied, filled with wonders and dangers beyond mortal comprehension; there, even the physical laws of reality can take different forms. Travelers may choose to venture into these faraway realms for reasons as diverse as the planes themselves. For those who seek excitement and adventure beyond what can be found on their own worlds, the planes provide an enticing escape. Some travel to the planes in search of intangible benefits, seeking the aid of one of the plane's immortal denizens, or a piece of a plane's primal energy to draw power from. Other travelers seek more tangible rewards, as the markets of the planes trade in all manner of goods—both wondrous and horrifying—that cannot be found in mundane shops. Whatever her reasons, a savvy traveler prepares well for her journey, as those who travel into the planes blindly are unlikely to return home again.

PLANAR TRAVEL

Planar travel requires far more planning than a simple trip to another nation. The first hurdle for explorers to overcome is reaching their desired plane in the first place. Travel methods fall into several broad categories.

Spells: Perhaps the most famous and versatile spell for planar travel is *plane shift*, a reliable method for reaching the correct plane, if not necessarily the correct point on it. This imprecise spell deposits its targets potentially hundreds of miles away from their intended destinations. Thus, after arriving, travelers must orient themselves in an unfamiliar land and may have to contend with hostile threats for several days while they voyage. Some legendary mages have concocted ways to modify the spell to overcome this deficiency, but few spellcasters have proven capable of mastering these complex variations.

The standard of precise planar travel is the *gate* spell, capable of opening a temporary portal with perfect accuracy to almost anywhere in the Great Beyond. The most cautious and well-supplied planar traveler might consider foregoing traveling with his real form at all and use *astral projection*, temporarily shifting through the Astral Plane and then creating a new body to face danger at his chosen destination.

In addition to these versatile spells, certain more specialized magic can be used to reach specific planes, such as traveling to the Shadow Plane using *shadow walk*. Travelers can even enter the Dimension of Dreams, a demiplane difficult to reach with conventional planar travel, using a *dream voyage*^{DA}. What these spells lack in versatility, they make up for in additional features that make journeys faster and safer.

Returning home can be just as complicated as reaching another plane in the first place. If all else fails, travelers can resort to the same means that they might use to banish intruders from their native plane, casting *dismissal* or similar spells on themselves to return home. As such crude methods

risk shunting their targets onto other planes entirely, they are best reserved for desperate situations.

Magic Items and Vehicles: Not everyone who wishes to travel the planes has a practiced spellcaster who is interested in joining them on the journey. Fortunately, there are a variety of magic items well suited to the task of transporting characters between planes. Some of these items are best for those who aren't particular about where on the plane they wind up, such as a *cubic gate* or *well of many worlds*. Travelers on a budget can consider using *planar keystones*^{PA} to unerringly reach popular destinations. The wealthiest travelers can splurge for more versatile options, such as an *amulet of the planes*. They might even purchase a *flying skiff*^{DA}, a vessel capable of sailing between the planes, piloted by the mere thoughts of its captain.

Planar Portals: Planar portals join together specific portions of two different planes, allowing for travel in one or both directions. The most ephemeral of portals are those created by the *gate* spell, which last for mere seconds. Slightly more durable, though often accidental, are planar breaches, temporary tears in the fabric of the planes that appear when a weakening of the planes coincides with a powerful magical effect, or when planes come into just the right configuration. Breaches are small, and without outside interference to keep them open, they tend to disappear within a few hours. The most stable types of planar portals are planar tears and soulgates.

Tears to the Outer Planes litter the Material Plane. Perhaps the most famous tear in recent years is the Worldwound, a yawning gash connecting the Material Plane to the Abyss. Tears can connect to other planes as well, such as the portals to the First World that lurk deep in some forests where the fey hold considerable influence. Some planar tears, called elemental nexuses, connect locations on the Material Plane that are suffused with elemental energy to the Elemental Planes. For example, the heart of an active volcano may host a connection to the Plane of Fire, and a perpetual hurricane may hold a portal to the Plane of Water at its center.

Soulgates are far quieter portals, and require specialized attunement or training to detect and activate. Soulgates typically connect planes with the same alignment traits, meaning that most such portals that appear on the Material Plane lead to unaligned planes like the Astral Plane or the Boneyard, but soulgates to various other planes are hidden throughout Golarion.

PLANE-HOPPING ORGANIZATIONS

The following are a small sample of various groups that deal with planar travel.

BLACKFIRE ADEPTS

When the fabric of reality thins and rips, the frayed edges combust, creating blackfire. A loosely connected and

secretive group of scholars and practitioners of arcane magic called the Blackfire Adepts works to promote this unraveling. Blackfire Adepts each have different reasons for unraveling reality—some seek to gain power through the mastery of blackfire and the extraplanar connections they forge through their contacts in the organization, while others prioritize the act of destruction itself.

Whatever their motivation, most Blackfire Adepts summon and make pacts with dark forces that share their outlook, and many varieties of evil outsiders are willing to aid the organization. Daemons, demons, and qliphoth make natural allies, though more lawful outsiders such as devils also make compacts with Blackfire Adepts to facilitate the corruption of their souls. Even nonevil chaotic outsiders sometimes form temporary pacts with Blackfire Adepts, intrigued by the potential of frayed reality to produce new experiences.

The Blackfire Adepts operate in decentralized cells pursuing individual agendas, and its leaders hide among the top ranks of arcane schools and other magical institutions throughout the planes. While they do not bind their members with strict codes of conduct, individual cells can fall out of favor for unstated sins. For example, the Blackfire Adepts have recently begun searching for intermediaries to end the Order of the Blackrift, a rogue cell summoning undead and giants to terrorize people near the Crown of the World.

Because Blackfire Adepts are rarely public about their affiliation, they can disguise their motivations to seek aid from adventuring groups. They often prize information that supports their own research and ascent to power, such as the true names of outsiders and the precise locations of regions where planar boundaries are weak. Those who distinguish themselves may receive invitations to join the Blackfire Adepts. The Blackfire Adepts are also natural adversaries to anyone who opposes their dark aims, including their most hated foes: the Riftwardens.

BLACKFIRE SUMMONING

You have learned to make your summons destructive to the fabric of the planes, bringing blackfire in the wake of your magic.

Prerequisite: Sacred Summons^{UM}.

Benefits: When you summon a single evil outsider, it appears in a flash of blackfire, harming all adjacent nonevil creatures. This deals an amount of damage equal to twice the CR of the summoned creature. An affected creature can attempt a Will save (DC = the DC of the spell used to summon the creature) to halve this damage. A spell augmented with blackfire summoning uses up a spell slot 1 level higher than the spell's actual level. If you have the blackfire pact class feature (*Pathfinder Campaign Setting: Paths of Prestige* 13), you can apply the benefits of this feat to summoned outsiders

of the type or types you have selected for your blackfire pact without raising the spell's effective level.

RIFTWARDENS

Riftwardens wander throughout the planes, seeking areas of planar flux, reestablishing order, and combating evil forces



that would exploit weaknesses in the planar fabric for their own ends. The origins of their organization are unknown, as are whatever goals their leaders may have beyond providing a dedicated opposition to the actions of the Blackfire Adepts and others who share their methods. Riftwardens tend to congregate around active planar tears, monitoring their evolution and seeking ways to close them. One such group works out of Mendev, supporting holy warriors against the demonic hordes and concocting strategies to close the Worldwound. Although the leaders of the Riftwardens stay in the shadows, unknown even to most members of the organization, rank-and-file Riftwardens maintain a more public profile. Identifying themselves with the Sign of the Seeker's Spiral, they offer guidance to planar travelers and aid to individuals and organizations that share common goals.

They often collaborate with the Concordance of Elements, a group that seeks planar balance, and have recently participated in joint ventures with organizations including the Hellknight Order of the Gate and the Pathfinder Society.

RETRIBUTIVE SUMMONS

Your training in counterspelling summons is so extensive that you can redirect some of your foes' power to call forth your own allies.

Prerequisite: Spell Focus (conjunction) or counter-summons class feature (*Pathfinder Campaign Setting: Paths of Prestige* 46).

Benefit: When you successfully counter a summoning spell with *dispel magic* or your own *summon monster* spell,



you can immediately summon nonevil creatures as if you had just finished casting a *summon monster* spell of 2 levels lower than the countered summoning spell.

PLANAR RIFTER (GUNSLINGER ARCHETYPE)

Followers of the daemonic harbinger Cixyron invented a method of harvesting pieces from Abaddon, absorbing some of the energy into themselves and condensing other portions of it into bullets they could fire from their guns. While these methods originated among Cixyron's followers, they have spread among a few other seasoned planar travelers. Not all planar rifters are evil, as the same methods that proved effective in slaying the celestial host are just as useful against other planar forces.

Infused Grit (Su): Each day when a planar rifter recovers grit, he can attune his grit pool to one of the following subtypes: air, chaotic, earth, evil, fire, good, lawful, or water. Whenever he is on a plane that has an alignment or elemental trait, he can switch his attunement to match one of that plane's traits as a standard action. After reducing an outsider to 0 hit points or below, he can switch his attunement to match one of that outsider's subtypes as a free action. He regains grit as normal from critical hits, but killing blows replenish his grit pool only if the target is an outsider.

This alters grit.

Deeds: A planar rifter gains the following deeds.

Infused Bullet (Su): At 1st level, a planar rifter's bullets carry the essence of a plane to which his grit pool is attuned, striking true against creatures that shrink from that plane's nature. As long as he has at least 1 point in his grit pool, he gains the following benefits: if he

infuses his bullets with an alignment, his bullet's damage counts as that alignment for the purposes of overcoming DR; if he infuses his bullets with an element, half of his bullet's damage changes to an energy type determined by the element infused: acid (earth), cold (water), electricity (air), or fire (fire).

This deed replaces the deadeye deed.

Planar Surge (Su): At 7th level, a planar rifter can spend 1 grit point as a swift action to change the attunement of his grit pool to any alignment or element. This new attunement remains for 1 minute, after which time the grit pool becomes unattuned.

This deed replaces the dead shot deed.

Breaching Shot (Su): At 15th level, a planar rifter can fire bullets with such precision that he tears temporary rifts between planes. As a standard action, he can spend 3 grit points to shoot at a location within his firearm's first range increment and tear a 10-foot-radius portal to a plane of his choice. The rift leads to a random location on the plane that is between 5 and 500 miles from his intended destination, as *plane shift*. The rift remains open for 1 minute, during which time any number of willing creatures can pass through. It is a one-way rift, and it is insufficiently stable to reveal details about the environment on the other side.

This deed replaces the menacing shot deed.

Banishing Shot (Su): At 19th level, whenever a planar rifter confirms a critical hit against an extraplanar target, he can spend 1 grit to deal normal damage, and the target must succeed at a Will saving throw with a DC equal to 20 + the planar rifter's Wisdom modifier. On a failed saving throw, the target is returned to its original plane as per the *banishment* spell.

This deed replaces the death's shot deed.

Planar Resistance (Su): At 2nd level, when a planar rifter infuses his grit with the essence of a plane, he gains protection against that plane's dangers. If he attunes his grit pool to chaos, good, evil, or law, he gains resistance to magical effects that deal damage based on the chosen alignment, such as *holy smite*, *order's wrath*, a paladin's smite evil attack, or an *unholy* weapon. If he attunes his grit pool to air, earth, fire, or water, he gains protection against the energy type associated with that element (see infused bullet on page 6). He reduces the amount of damage taken from attacks of the chosen type by 2 points per gunslinger level.

This replaces nimble.

Planar Strike (Su): At 5th level, as long as he has at least 1 point in his grit pool, a planar rifter's weapon attacks deal an extra 1d6 points of damage of the same damage type reduced by his planar resistance. Aligned damage harms only creatures of an opposed alignment. At 13th level, this damage increases to 2d6.

This replaces gun training.

PLANAR HARMONIZER (OCCULTIST ARCHETYPE)

Tuning forks resonate with the music of the planes, guiding travelers between worlds. Planar harmonizers are masters of this symphony, forging bonds with tuning forks to unlock the true potential of these instruments. Planar harmonizers

typically select their tuning forks carefully, choosing planes that resonate best with particular schools of magic.

Conductor (Su): A planar harmonizer gains access to only the conjuration school of implements, gaining a common tuning fork as her implement. She must select conjuration for her implement mastery. Each time she gains an occultist level, a planar harmonizer can add one conjuration spell from the wizard spell list to her occultist spell list and her list of spells known. The planar harmonizer can't choose a spell of a higher level than she is able to cast, and she adds the spell at the same spell level it appears on the wizard spell list. Additionally, she adds *plane shift* to her list as a 5th-level occultist spell. At 14th level, she doesn't gain an additional school of implements. Instead, at 14th level, the DCs of saving throws to resist a planar harmonizer's conjuration spells and conjuration focus powers increase by 2. All future implements that a planar harmonizer gains are common tuning forks.

This alters implements and implement mastery.

Planar Scholar (Su): At 2nd level, a planar harmonizer deepens her knowledge about other worlds. She gains a bonus on Knowledge (planes) checks equal to half her occultist level.

This replaces magic item skill.

Harmonic Shield (Su): At 4th level, a planar harmonizer learns to cloak herself in the essence of her home plane. She doesn't take penalties on Intelligence-, Wisdom-, or Charisma-based checks for being on a plane whose alignment traits clash with her own alignment. At 7th level, she can expend 1 point of mental focus to gain the benefits of *planar adaptation*^{APG} for 1 minute per occultist level. At 11th level, the duration of this protection extends to 1 hour per occultist level.

This replaces shift focus and the focus power gained at 7th level.

Outside Messenger (Su): At 5th level, a planar harmonizer gains the magic circles class feature. Whenever she creates a magic circle, she can expend 1 additional point of mental focus (either generic focus or focus from any one of her implements) to focus the circle inward and lure that outsider to the circle (similar to using *lesser planar binding*). This functions as the outside contact occultist ability, except the information gained can be anything that might be learned through an *augury* spell.

This alters magic circles and replaces aura sight and the focus power gained at 5th level.

ARCANIST EXPLOITS

The following exploits are available to arcanists who have studied the planes extensively and discovered the loopholes written within the planar fabric.

Focused Summoning (Su): When an arcanist is on a plane other than the Material Plane, she can expend 1 point from her arcane reservoir as part of casting a spell that summons a single outsider native to that plane. If she does so, the outsider's attacks bypass all types of DR that it has. For example, a nabasu demon, which has DR/cold iron or DR/good, would bypass both DR/cold iron and DR/good.

Holy Water Jet (Su): The arcanist can unleash a jet of holy water by expending 1 point from her arcane reservoir. This creates a 30-foot line of water that deals damage equal to 1d8 points of damage plus the arcanist's Charisma modifier, plus an additional 1d8 points of damage for every 2 levels beyond 1st (to a maximum of 10d8 at 19th level) to each target in the line that would normally take damage from holy water. Creatures in the area of effect can attempt a Reflex saving throw to halve the damage.

Orderly Casting (Su): The arcanist can tie her spells to the rigid order of Axis, giving them predictable results. As a swift action, she can spend 1 point from her arcane reservoir. For the next minute, her spells deal damage as if she had rolled exactly average on all of the dice, rounded down. To find the average, treat the arcanist as if she had rolled 2-1/2 on all d4s, 3-1/2 on all d6s, 4-1/2 on all d8s, 5-1/2 on all d10s, and 6-1/2 on all d12s. For example, if a 3rd-level arcanist used this exploit and cast *burning hands*, the spell would deal a total of 7 points of damage.

ARCANIST GREATER EXPLOITS

The following greater exploits allow arcanists to forge a deeper connection with planar essence.

Hellfire Ray (Su): When an arcanist uses the flame arc exploit, she can spend 1 additional point from her arcane reservoir to draw the flames from Hell. If she does so, half of the damage she deals is fire, and the other half results directly from unholy power that is not subject to fire resistance. Good creatures that take damage from a hellfire ray must succeed at a Will saving throw or be sickened for 1d4 rounds.

Maelstrom Jump (Su): The arcanist can call upon the randomness of the Maelstrom to move in unpredictable ways. She can expend 1 point from her arcane reservoir as a swift action to gain the benefits of *entropic shield* for 1 minute and move 10 feet in a random direction. For the next minute, she moves 10 feet in a random direction at the end of each of her turns. This movement does not provoke attacks of opportunity or count against her movement for the round. If the movement would end her movement in an occupied space, she instead travels to the nearest unoccupied space.

KINETICIST WILD TALENTS

Sometimes, a kineticist can become infused with the energies of the Outer Sphere, altering her connection to her element and granting her unusual abilities. Presented here are a number of new wild talents for kineticists. Several refer to the void and wood elements presented in *Pathfinder Player Companion: Occult Origins* and *Pathfinder RPG Ultimate Wilderness*, respectively.

ANGELIC PROTECTION

Through your connection to the celestial planes, you have learned to draw angelic essence into your healing.

Elements aether, water, wood; **Type** utility (Sp); **Level** 2; **Burn** — **Saving Throw** none; **SR** none

Prerequisites kinetic healer wild talent, aasimar or Planar Infusion^{PA} (Elysium, Heaven, Nirvana)

When you use kinetic healer, the target of the healing gains the benefits of *protection from evil* for 1 round.

INFERNAL BARGAIN

When you grant others a taste of your power, you expect something from them in return. If they do not hold up their end of the bargain, you can swiftly revoke your aid.

Element universal; **Type** utility (Sp); **Level** 1; **Burn** 0

Saving Throw none; **SR** yes

Prerequisite tiefling or Planar Infusion^{PA} (Hell)

As a swift action before using a utility talent on a willing target, you can add the effects of *conditional favor*^{UI}, except that it applies to any beneficial utility talent instead of to spells of certain schools.

SHEPHERD OF SOULS

Those you kill tend to stay dead.

Element universal; **Type** substance infusion; **Level** 7; **Burn** 4

Associated Blast any simple

Saving Throw Will negates

When your blast kills a living creature, it helps shepherd the creature's soul to the Boneyard, warding against effects of spells that would attempt to restore the creature to life. Spellcasters attempting to bring the creature back from the dead using *raise dead* or similar magic must succeed at a caster level check (DC = 11 + your kineticist level) or the spell fails and the material component is wasted.

SPLASH OF THE STYX

The waters of the Styx leach energy from souls, washing away even the deepest memories.

Element water; **Type** utility (Sp); **Level** 5; **Burn** 1

Prerequisite tiefling or Planar Infusion^{PA} (Abaddon, Abyss, or Hell)

Saving Throw Will negates; **SR** yes

You can spend 1 full round to draw upon the waters of the River Styx to erase memories of a target. This functions as *modify memory*, except that it can only eliminate memories.

TURNING BLAST

Your kinetic blast causes undead creatures to flee in terror.

Elements void, wood; **Type** substance infusion; **Level** 4; **Burn** 3

Prerequisite duskwalker^{PA}, or Planar Infusion^{PA} (Boneyard)

Associated Blasts positive, negative

Saving Throw Will negates

Undead that take damage from a turning blast must succeed at a Will save or flee for 1 round. An undead creature that succeeds at its saving throw against a turning blast is immune to this effect for 24 hours.

STYLE FEATS

The following feats are appropriate for characters who wish to emulate the devious tactics of Hell.

ASURA SIGHT [COMBAT]

Taking inspiration from the many faces of asuras, you have learned to split your focus to avoid being caught off guard.

Prerequisites: Asura Style*, base attack bonus +9 or monk level 9th.

Benefit: When using Asura Style, you gain improved uncanny dodge as a rogue of your character level.

ASURA SPELLREND (COMBAT)

Your blasphemies shatter divine magic.

Prerequisites: Asura Sight*, Asura Style*, base attack bonus +13 or monk level 13th.

Benefit: You can replace one of your attacks at your highest base attack bonus each round with a spellrending strike. If your spellrending strike hits, it deals no damage, but you can attempt to dispel a harmless divine spell affecting this target as per *dispel magic*, with a caster level equal to your character level. If you succeed at your dispel check, the target is sickened as if you had interrupted the spell with Asura Style and receives no saving throw to reduce the sickened duration.

ASURA STYLE (COMBAT, STYLE)

Blasphemy comes quite naturally to you. When you interrupt your foes' divine spells, you use words, symbols, or gestures so abhorrent to their faith that they are repulsed by your deeds.

Prerequisites: Wis 13, Improved Unarmed Strike, base attack bonus +5 or monk level 5th.

Benefit: When you use a monk weapon or unarmed strike to attack a creature that is casting a divine spell, the target is sickened for 1d4 rounds. A target can attempt a Fortitude save (DC = 10 + half your character level + your Wisdom modifier) to reduce the duration of the sickened effect to 1 round.

CERBERUS CRUSH (COMBAT)

When you strike from three directions, you channel deadly force into each blow.

Prerequisites: Cerberus Snare*, Cerberus Style*, Vital Strike, base attack bonus +13 or monk level 13th.

Benefit: You can apply the benefits of Vital Strike, Improved Vital Strike, and Greater Vital Strike to all attacks made using Cerberus Style.

CERBERUS SNARE (COMBAT)

Your strikes latch onto your opponent like the jaws of a cerberus, preventing them from fleeing across planes.

Prerequisites: Cerberus Crush*, base attack bonus +9 or monk level 9th.

Benefit: Whenever you damage an opponent with Cerberus Style, that opponent cannot take 5-foot steps until the beginning of your next turn. Additionally, it is barred from dimensional travel. This effect functions as *dimensional anchor*, except that its duration is 1 round. Spell resistance applies; for the purpose of checks to overcome spell resistance, your caster level is equal to your character level.

CERBERUS STYLE (COMBAT, STYLE)

You rain blows upon your enemies from three directions, like the three heads of the cerberus guardians of Hell.

Prerequisites: Cleave, Improved Unarmed Strike, base attack bonus +6 or monk level 6th.

Benefit: As a standard action, you can make a single unarmed strike at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against up to two other foes that are also within reach. You take a -2 penalty to your Armor Class until the start of your next turn for each additional attack you make with this feat.



PLANE-HOPPING EQUIPMENT

Interplanar travel is no small feat, and plane-hoppers must be well equipped to handle the challenges associated with planar traversal. The following equipment prepares adventurers to face those trials.

PLANAR EQUIPMENT PACKAGES

The equipment packages described below are designed to give adventurers a head start on preparing for their extraplanar travels. A PC can purchase an equipment package for 1,000 gp; alternatively, she can select one of these equipment packages if she has the well-provisioned adventurer trait.

Well-Provisioned Adventurer (Equipment):

You always knew that one day you would leave your humble beginnings behind and become an adventurer, so you scrimped and saved, buying the necessary equipment one piece at a time until you had everything you needed. Select one of the equipment packages below. If you select this trait during character creation, you do not receive any starting gold.



BLESSED WARDEN PACKAGE

A blessed warden is prepared to protect herself against the horrors of evil-aligned planes. This equipment package is suitable for clerics, druids, inquisitors, oracles, and paladins. The specific gear is appropriate for those visiting the chaotic evil Abyss but can be adjusted to suit other evil-aligned planes, such as swapping the *scrolls of protection from chaos* for *scrolls of protection from law* for a package designed for travel to Hell.

Armor: Masterwork chain shirt.

Weapons: Cold iron shortspear, light crossbow with 20 crossbow bolts.

Combat Gear: Holy water (3), *scrolls of cure light wounds* (2), *scrolls of protection from chaos* (2), *scrolls of protection from evil* (2), *scroll of remove curse*.

Other Gear: Backpack, bedroll, candles (5), chalk (5 pieces), crowbar, *ioun torch*^{UE}, mess kit^{UE}, shovel, silk rope (50 ft.), spell component pouch, trail rations (5 days), waterskin, wooden holy symbol, 13 gp.

Total Weight: 74 lbs. (44-1/2 lbs. for a Small character).

CORPOREAL WARRIOR PACKAGE

Normal equipment is ill suited to fighting intangible foes, and a warrior bound for the Ethereal Plane must be prepared for incorporeal threats lurking in the ever-present mists. This equipment package is suitable for fighters and paladins. If the PC can cast spells, add a spell component pouch.

Armor: Masterwork breastplate.

Weapons: Heavy crossbow with 10 bolts, heavy mace, masterwork longsword.

Combat Gear: Alchemist's fire, *potion of mage armor*, *potion of shield*, *oil of magic weapon*.

Other Gear: Backpack, bedroll, candles (5), chalk (5 pieces), crowbar, *ioun torch*^{UE}, mess kit^{UE}, shovel, silk rope (50 ft.), trail rations (5 days), waterskin, 10 gp.

Total Weight: 87 lbs. (48-1/2 lbs. for a Small character).

PLANAR TRAVELER PACKAGE

This package equipment prepares planar travelers for the challenges of a variety of planar destinations. This package works particularly well for lightly armored combatants, such as bards and rogues. If the PC purchasing it can cast spells, add a spell component pouch as well.

Armor: Masterwork studded leather, light wooden shield.

Weapons: Composite longbow with 20 arrows, masterwork morningstar.

Combat Gear: Alchemist's fire (3), *potion of air bubble*^{UC}, *potions of cure light wounds* (2), *potions of endure elements* (2).

Other Gear: Backpack, bedroll, candles (5), chalk (5 pieces), crowbar, *ioun torch*^{UE}, mess kit^{UE}, shovel, silk rope (50 ft.), trail rations (5 days), waterskin, 11 gp.

Total Weight: 75 lbs. (42-1/2 lbs. for a Small character).

PLANAR POWER COMPONENTS

Planar power components are fragments of pure planar essence. When used as a material component or focus for a spell, a planar power component infuses the spell with planar energy, enhancing the spell's effects. You cannot use a planar component as both a focus and a material component at the same time.

| | |
|----------------------------|---------------------|
| COOPERATION CRYSTAL | PRICE 300 GP |
| | WEIGHT — |

This vibrant blue-green crystal is a distillation of the spirit of cooperation characteristic of the chaotic good plane of Elysium. When you use a cooperation crystal as a material component or focus for a harmless spell, treat your caster level as 1 higher for the purpose of determining the spell's duration and effect. This increase doesn't stack with other effects that raise the caster level of a spell.

| | |
|----------------------|---------------------|
| FIRE FRAGMENT | PRICE 350 GP |
| | WEIGHT — |

This small, reddish crystal shard flickers with a brilliant, dancing flame—a representation of the Plane of Fire. When you use a fire fragment as a material component or focus for a spell that deals fire damage, that spell is affected as per the Flaring Spell^{UM} metamagic feat (though this does not increase



the spell slot that the spell uses), and you treat your caster level as 1 higher for the purpose of determining the spell's damage.

HEAVENLY QUARTZ

PRICE 250 GP
WEIGHT —

This fragment appears to be made of glass and gold and emits gleaming light, reminiscent of the mountain of Heaven. When you use a Heavenly quartz as a material component or focus for a spell with the good or lawful descriptor that requires affected creatures to attempt a Will saving throw, increase the DC of that saving throw by 1; if the spell has both the good and lawful descriptors, treat the spell's caster level as if it were 1 higher for the purpose of caster level checks and dispel checks.

VOID SHARD

PRICE 250 GP
WEIGHT —

This shard seems to absorb the light around it, demonstrating the annihilatory power of the Negative Energy Plane. When you use a void crystal as a material component or focus for a spell of the necromancy school, the target takes a -2 penalty on saves against the spell.



WHIMSY STAR

PRICE 200 GP
WEIGHT —

The shimmering, multicolored whimsy star captures the mutability of the First World. When you use a whimsy star as a material component or focus for a spell, roll 1d6 and consult the table below. You can't use magic or other abilities to affect the result of this roll. If a result cannot apply to your spell, then the spell resolves normally. Regardless of the result, the spell slot required to cast the spell doesn't change.

| D6 | RESULT |
|----|--|
| 1 | The spell fails and you are dazzled for 1d4 rounds. |
| 2 | The spell resolves normally. |
| 3 | The spell is affected as per the Enlarge Spell metamagic feat. |
| 4 | The spell is affected as per the Extend Spell metamagic feat. |
| 5 | The spell is affected as per the Widen Spell metamagic feat. |
| 6 | The spell is affected as per the Heighten Spell metamagic feat, increasing the spell's level by 1. |

PLANAR VEHICLE

Planar vehicles can serve as a safer means of travel for those seeking to journey to another plane, offering more predictable arrival points or providing protections against the various threats and hazards of that plane. Presented below is an example of such a vehicle.

PLANAR CARRIAGE

| | | |
|--|---------------|----------------------------|
| | | PRICE 121,500 GP |
| SLOT — | CL 9th | WEIGHT 1,500 lbs. |
| AURA moderate conjuration and transmutation | | |

Planar carriages are large metal-and-wood vehicles painted or styled to reflect the appearance of a certain plane. When not being used to travel to another plane, a *planar carriage* functions as a heavy wagon^{uc}, except for the following changes: instead of muscle propulsion, a *planar carriage* has built-in magic propulsion that requires a driver to use Spellcraft or Use Magic Device for driving checks. A *planar carriage* has a maximum speed of 90 feet and an acceleration of 30 feet. Its driving device is a magic item (a 5-foot magical sphere) that occupies the forwardmost square, and its driving space consists of the squares adjacent to the device.

Once per day, the driver of a *planar carriage* can attempt to transport the carriage and its occupants to a plane of her choosing other than the plane that the carriage is currently on. For the driver to do so, the vehicle must be moving at its maximum speed. While the carriage is moving at maximum speed, the driver can attempt a DC 20 Spellcraft or Use Magic Device check to open a gate in front of the *planar carriage* to the chosen plane, as per the *gate* spell, and drive the carriage into the gate. If the driver designates a specific arrival point on the target plane, the carriage arrives at that exact location; otherwise, the carriage appears in a random location on the plane appropriate for the carriage's size.

When the carriage arrives on another plane, it grants its occupants the benefits of *planar adaptation*^{APG} for that plane as long as the occupants remain within the carriage; the carriage itself also gains those benefits. A planar carriage can grant the benefits of *planar adaptation* for only one plane at a time, so when the carriage moves to a different plane, the benefits from *planar adaptation* change accordingly. Occupants who are native to the plane the *planar carriage* is on do not gain any benefits from *planar adaptation*.

CONSTRUCTION REQUIREMENTS | **COST** 60,850 GP

Craft Wondrous Item, *gate*, *haste*, *planar adaptation*^{APG}, creator must have at least 5 ranks in Knowledge (engineering)



PLANE-HOPPING MAGIC

It is impossible to travel the Great Beyond without the help of powerful magic. High-level clerics may venture to planes and demiplanes by projecting a version of themselves onto them, such as with an *astral projection* spell, or they might go directly to these realms using *gate*. Powerful sorcerers or wizards can send allies to other planes by casting *plane shift*. This section details a number of new spells that further connect characters to the planes.

PLANAR PROTECTION SPELLS

In addition to the magic necessary to move between planes, plane-hopping adventurers use other powerful spells to endure or survive planar hazards and threats.

PLANAR AEGIS

School abjuration; **Level** druid 5, occultist 4, ranger 3, sorcerer/wizard 5, summoner 4

Casting Time 1 standard action

Components V, S, M (a fistful of naturally occurring material from a plane)

Range personal

Target you

Duration 1 round/level (D)

You draw motes of essence from material native to a plane that has elemental or energy essence traits (*Pathfinder RPG Planar Adventures* 60), weaving the essence together into a shield of force. Choose an essence trait from the list below; the material component for this spell must come from a plane that has the essence trait you chose. Each essence trait has an associated damage type (see the table below). Any creature that hits you with a non-reach melee weapon, natural weapon, or unarmed attack takes 3d6 points of damage plus 1 point per caster level you have (maximum +20) of a type corresponding to the essence trait you chose. In addition, you take only half damage from attacks or effects of the associated damage type, and if such an attack or effect allows a saving throw for half damage, you take no damage on a successful saving throw.

| ESSENCE TRAIT | DAMAGE TYPE |
|-------------------|-------------|
| Air-Dominant | Electricity |
| Earth-Dominant | Acid |
| Fire-Dominant | Fire |
| Positive-Dominant | Positive |
| Negative-Dominant | Negative |
| Water-Dominant | Cold |

SPEAK WITH PLANE

School divination; **Level** cleric 4, medium 3, shaman 4, sorcerer/wizard 4, summoner 3, witch 4

Casting Time 1 standard action

Components V, S, F/DF (a small glass bead)

Range close (25 ft. + 5 ft./2 levels)

Target one plane with a sentient structure

Duration 1 minute/level

Saving Throw Will negates (see text); **Spell Resistance** yes You tap into the awareness and consciousness of a plane with a sentient structure (*Planar Adventures* 60), allowing it to answer questions. A tangible manifestation of the plane (such as the ground) must be within the spell's range upon casting.

You can ask the sentient plane one question per 2 caster levels. If the plane's alignment is at least one step away from yours, the plane can attempt a Will save to resist the spell. A plane typically has a +20 bonus on Will saves, and a demiplane typically has a +15 bonus on Will saves. A plane's traits can further affect these bonuses: a mildly aligned plane receives a +2 bonus, and a strongly aligned plane or a plane with the wild magic trait receives a +4 bonus on its save.

If a plane has been subject to this spell within the past week, a new casting of this spell targeting the same plane fails. If *speak with plane* targets a plane that does not have a sentient structure, the spell fails.

TALISMAN OF REPRIEVE

School abjuration; **Level** cleric 5, inquisitor 4, paladin 3

Casting Time 1 standard action

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Target 20-ft.-radius emanation centered on an item

Duration 10 minutes/level

You imbue an item with an aura of divine amnesty, allowing all allies within the aura's area to ignore penalties to Intelligence-, Wisdom-, and Charisma-based checks resulting from a plane's mildly or strongly aligned traits (*Planar Adventures* 62), regardless of the allies' alignments. In addition, the item grants a +4 circumstance bonus on checks with one Intelligence-, Wisdom-, or Charisma-based skill determined by you at the time of casting.

PLANAR SCION SPELLS

The spells in this section are common to spellcasting members of the planar scion races. Members of other races can learn to cast these spells with the GM's permission.

AASIMAR SPELLS

The following spells draw upon the celestial power of an aasimar's heritage.

CELESTIAL COMPANION

School transmutation; **Level** druid 2, paladin 1, ranger 2, shaman 2, sorcerer/wizard 2, summoner 1, witch 2

Casting Time 1 standard action

Components V, S, DF/M

Range touch

Target animal companion, eidolon, familiar, or mount

Duration 1 minute/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You bestow divine protection on your companion. The target gains spell resistance equal to 5 plus half your caster level against spells and spell-like effects produced by evil creatures. The target also gains a +1 sacred bonus on saving throws and DR 5/evil or silver. Creatures under the effects of this spell often take on a celestial appearance, such as golden feathers or a radiant aura, but they are not truly celestial creatures.

RIGHTEOUS CONDEMNATION

School abjuration [good, law]; **Level** cleric 3, inquisitor 3, paladin 2

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 round/per level (D)

Saving Throw Will negates; **Spell Resistance** yes

Any creature of chaotic, neutral, or evil alignment who targets you with a spell must succeed at a Will save or take a -4 penalty on Intelligence-, Wisdom-, and Charisma-based checks for the spell's duration. Creatures with only neutral alignment components receive a +4 bonus on their Will saves against this spell. The penalties for alignment components stack (therefore, a chaotic evil spellcaster would take a -8 penalty).

TIEFLING SPELLS

The following spells draw upon the fiendish power of a tiefling's heritage.

FIENDISH WRATH

School enchantment (compulsion) [emotion, mind-affecting]; **Level** alchemist 3, bard 3, bloodrager 3, mesmerist 3, psychic 4, sorcerer/wizard 4, summoner 3, witch 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one willing living creature per 3 levels, no two of which can be more than 30 ft. apart

Duration concentration + 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

Each affected creature flies into a combat frenzy. The target gains a +2 morale bonus to Strength and Constitution, and a +1 morale bonus on Will saves. If an affected creature strikes an enemy with two claw attacks or two unarmed strikes while in this frenzy, it can use the rend ability, dealing an additional amount of damage equal to its claw or unarmed strike damage plus 1-1/2 times its Strength bonus.

HEALING LEAK

School necromancy; **Level** antipaladin, 2 cleric 3, paladin 2, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M/DF (a piece of muslin)

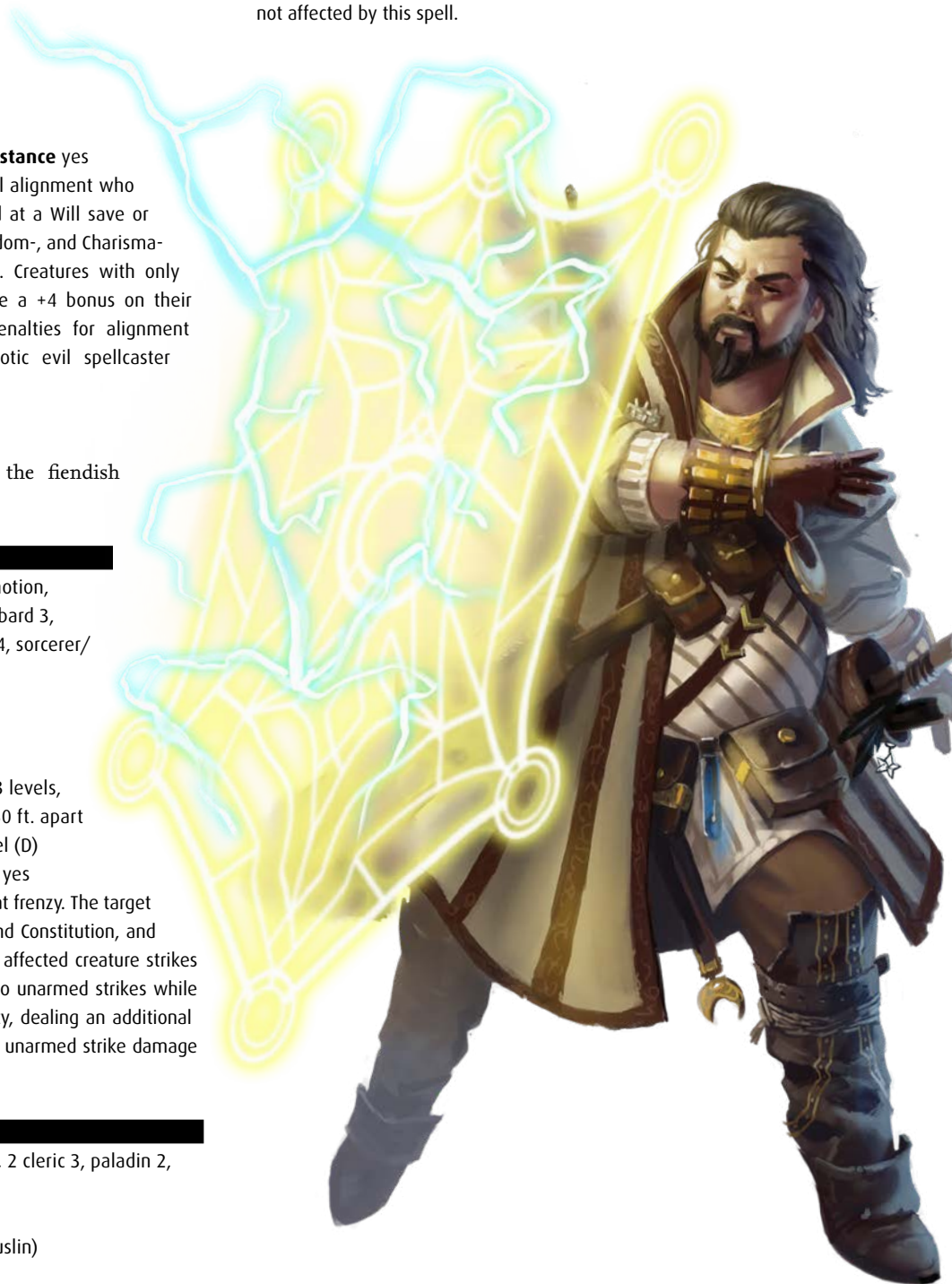
Range touch

Target creature touched

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

Whenever the target is affected by a spell or effect that heals hit point damage through the use of positive or negative energy, it regains only half the number of hit points it normally would recover. If the target employs a spell or effect that heals itself or other creatures through the use of positive or negative energy, the target must succeed at a concentration check (DC = this spell's save DC) or the effect restores only half of the normal number of hit points. Other forms of healing (such as from the Heal skill) are not affected by this spell.



APHORITES

Created by infusing mortal bodies with the ordered essence of Axis, aphorites were forged to serve as an interface between the Perfect City's axiomite inhabitants and its visitors. Though aphorites were originally nearly identical in form and function to their creators, the spark of free will that defines them meant that they soon came to diversify and integrate with the mortal societies they were meant to guide. Having an inclination towards law tempered with an individuality not present in their creators, aphorites have spread from their origin city of Axis across the Material Plane, where they seek their own paths. See page 224 of *Pathfinder RPG Planar Adventures* for more information on aphorites.

ALTERNATE RACIAL TRAITS

The following racial traits can be selected instead of existing aphorite racial traits.

Eternal Smith: Some aphorites retain knowledge of the techniques axiomites used to create arms to defend Axis. Aphorites with this racial trait choose either Craft (armor), Craft (bows), or Craft (weapons). When crafting items with the chosen skill, aphorites with this racial trait use the item's gp value as its sp value when determining crafting progress (they do not multiply the item's gp cost by 10 to determine its sp cost). This racial trait replaces the spell-like ability racial trait.

Planar Envoy: Reflecting their original role as translators and intermediaries, some aphorites are especially skilled at communication. Aphorites with this racial trait begin play speaking Common and either Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, or Terran. Aphorites with this racial trait and a high Intelligence score can choose any languages at character creation (except for secret languages, such as Druidic). They learn two languages rather than one each time they gain a rank in Linguistics. This racial trait modifies languages and replaces skilled.

Share Knowledge: Certain aphorites have a sliver of their creators' ability to combine their collective intellect and solve problems they could not solve on their own. When an aphorite with this racial trait successfully uses the aid another action to aid a character on a Knowledge check the aphorite is trained in, the character receives a +4 bonus instead of the normal +2 bonus. As a result of this increased openness, aphorites with this racial

trait don't receive a +2 bonus on saves against mind-affecting effects. This racial trait modifies aphorite resistances.

Urban Memories: With vague memories of the Perfect City resting somewhere deep in their minds, aphorites with this racial trait gain a +2 racial bonus on Knowledge (local) checks and can cast *urban grace*^{ARG} once per day as a spell-like ability (caster level equal to the aphorite's character level). This racial trait replaces the spell-like ability racial trait.

APHORITE FEATS

The following feats are available to aphorite characters. Many of these feats capitalize on an aphorite's ability to manifest a golden haze of glyphs and dust that hearkens to the true form of their axiomite creators and then employ that crystalline dust in new or expanded ways.

CRYSTALLINE CLOUD

You can release large amounts of crystalline dust to create a diversion or cover your allies.

Prerequisites: Aphorite, character level 5th, crystalline dust racial trait.

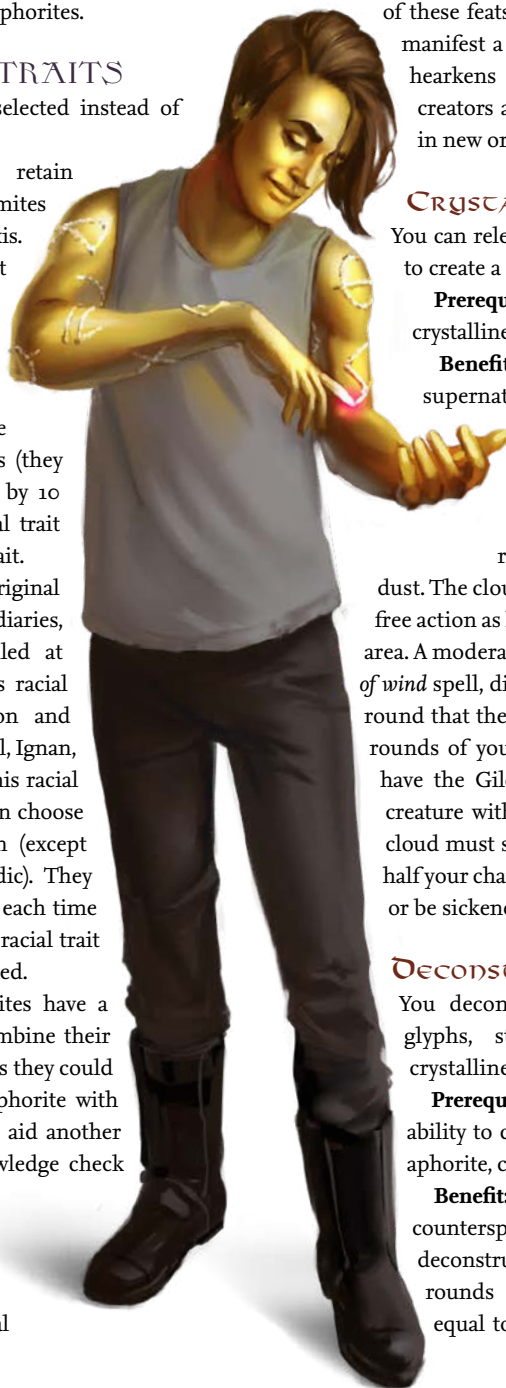
Benefit: When you use your crystalline dust supernatural racial trait, you can instead create a cloud of crystalline dust in a 10-foot radius centered on you. The cloud does not obscure sight, but allies within the cloud receive the benefit of your crystalline dust. The cloud can be maintained each round as a free action as long as you remain within the cloud's area. A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the cloud immediately. Each round that the crystalline cloud is active expends 2 rounds of your crystalline dust racial trait. If you have the Gilded Weapons feat (see page 15), any creature with the chaotic subtype that enters the cloud must succeed at a Fortitude save (DC = 10 + half your character level + your Charisma modifier) or be sickened for 1 round.

DECONSTRUCT SPELL

You deconstruct a spell into its constituent glyphs, storing them to replenish your crystalline dust.

Prerequisites: Improved Counterspell or ability to cast *dispel magic* or *greater dispel magic*, aphorite, crystalline dust racial trait.

Benefit: Once per day when you successfully counterspell or dispel a spell, you can instead deconstruct the spell to regain a number of rounds of your crystalline dust racial trait equal to half the level of the spell. You can't



use this feat to gain more than your maximum number of rounds of your crystalline dust racial trait.

EXTRA CRYSTALLINE DUST

You can manifest crystalline dust more often.

Prerequisites: Aphorite, crystalline dust racial trait.

Benefit: You can use your crystalline dust ability 3 additional rounds per day.

Special: You can select Extra Crystalline Dust up to two additional times. Its effects stack.

FIND THE FLAW

You sense the minute imperfections in the otherwise ordered structure of your foes' weapons and armor.

Prerequisites: Str 13, Improved Sunder, Power Attack, base attack bonus +1, Craft (armor or weapons) 5 ranks, aphorite.

Benefit: When performing a sunder combat maneuver, you ignore a number of points of hardness equal to your Intelligence modifier.

GILDED WEAPONS

Axiomatic energies flow from the golden dust you shed, harming chaotic beings on contact.

Prerequisites: Aphorite, crystalline dust racial trait, nonchaotic alignment.

Benefit: As a swift action, you can expend 1 round of your crystalline dust ability to coat up to two of your natural weapons or held manufactured weapons in a layer of crystalline dust. The weapons remain coated for 1 round and deal an additional 1d6 points of damage to creatures with the chaotic subtype. This extra damage does not stack with other features that add alignment-based damage to weapons, such as the *axiomatic* weapon special ability.

REFLEXIVE CRYSTALLINE DUST

Vigilance has taught you to manifest your crystalline dust the instant you sense danger.

Prerequisites: Swift Crystalline Dust*, aphorite, crystalline dust racial trait.

Benefit: You can activate your crystalline dust ability as an immediate action when you are targeted by an attack.

SCRIBE SPELL EQUATION

You pluck runes and glyphs from your crystalline dust and arrange them into an equation that holds magic for later use.

Prerequisites: Scribe Scroll, aphorite, caster level 5th, crystalline dust racial trait.

Benefit: You manipulate the runes and glyphs of your crystalline dust into an equation that describes a specific spell. This process is identical to scribing a scroll, except that the spell is stored as a specific pattern in your crystalline dust, visible only to you. You can activate the spell in the same way you would activate a scroll, except that you need only one hand free to trace the final glyph in the equation, releasing the spell. The cost of materials to store a spell equation is the same price as scribing an equivalent scroll. You can have one

spell equation stored at a time, plus one additional spell when your character level reaches 10th, 15th, and 20th levels.

SPELL PRAXIS

You can solve your spell equations in the instant your blade strikes a foe.

Prerequisites: Scribe Scroll, Scribe Spell Equation*, aphorite, caster level 5th, crystalline dust racial trait.

Benefit: When you hit a creature with a melee weapon, you can immediately solve one of your spell equations to cast the spell and target that creature as an immediate action. The spell stored in the spell equation must be a spell of up to 3rd level that targets one or more creatures and has a casting time of 1 standard action. The spell can target only the creature you hit, even if the spell would normally allow multiple targets.

SWIFT CRYSTALLINE DUST

You can manifest your crystalline dust more rapidly.

Prerequisites: Aphorite, crystalline dust racial trait.

Benefit: You can activate your crystalline dust ability as a swift action instead of as a move action.

FAVORED CLASS OPTIONS

The following options are available to aphorites who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add 1 foot to the range increment of the alchemist's thrown splash weapons (including the alchemist's bombs). This option has no effect unless the alchemist has selected it 5 times (or another increment of 5).

Cleric: Add a +1/2 bonus on Knowledge (planes) checks relating to Axis and creatures with the lawful subtype.

Fighter: Add 1 to the fighter's CMD when resisting disarm or trip attempts.

Investigator: Gain a +1/4 bonus on damage rolls for critical hits made while using studied combat.

Inquisitor: Add 1/4 to the number of times per day the inquisitor can change her most recent teamwork feat.

Magus: Add one spell from the magus spell list to the magus's spellbook. This spell must be at least 1 level below the highest spell level he can cast.

Ranger: Add 1 foot to the range of the ranger's hunter's bond ability when granting a bonus to allies. This option has no effect unless the ranger has selected it 5 times (or another increment of 5).

Rogue: Add a +1 bonus on Disable Device and Use Magic Device checks related to glyphs, scrolls, symbols, and other magical writings.

Warpriest: Add 1/2 to the number of times per day the warpriest can use blessings, but he can use these additional blessings on only those from the Artifice, Community, Knowledge, Law, Magic, or Rune domains.

Witch: The witch gains 1/6 of a new witch hex.

Wizard: Add 1/3 to the wizard's caster level when casting spells with the lawful descriptor or spells that create magical glyphs, runes, or symbols.

DUSKWALKERS

Born of an ancient pact between an olethros mother and a yamaraj, the duskwalkers are the honored dead, souls given the privilege of a single reincarnation. Each had once helped the cause of fate, preserving the cycle of souls by sword or pen, out of duty or kindness or fear. Each had seen his first life end too soon, a thread cut before its fated time. Now, they live again, watched by the psychopomps but free to forge new destinies. See page 230 of *Pathfinder RPG Planar Adventures* for more information on duskwalkers.

ALTERNATE RACIAL TRAITS

The following racial traits can be selected instead of existing duskwalker racial traits.

Abandoned: Some duskwalker children are shunned and feared by their communities, forced to steal and scavenge to survive. Duskwalkers with this racial trait gain a +2 racial bonus on Stealth and Survival checks. This racial trait replaces skilled.

Fosterling: Those duskwalker children fortunate enough to be taken in by warm-hearted families grow up surrounded by parents, siblings, and pets. Duskwalkers with this racial trait gain a +2 racial bonus on Diplomacy and Handle Animal checks. This racial trait replaces skilled.

Olethros's Agent: A few duskwalkers take on more of their patrons' aspects than others. A duskwalker blessed by an olethros is an agent of fate beyond compare. Once per day as a free action, upon making a successful attack, a duskwalker with this racial trait can ignore an amount of DR equal to 10 + his Charisma modifier for that attack. This racial trait replaces ward against corruption.

Yamaraj's Bailiff: Duskwalkers tied to the mighty yamarajes can draw upon a fraction of the final judges' sagacity. Duskwalkers with this racial trait can use their Wisdom modifier when attempting Bluff and Diplomacy checks instead of their Charisma modifier. This racial trait replaces ward against corruption.

FEATS

A duskwalker's unique place between life and death allows her to take the following feats.

EXPERIENCED GHOST HUNTER

You've fought enough specters that doing so has become second nature.

Prerequisites: Character level 7th, duskwalker, ghost hunter racial trait.

Benefit: You can use your ghost hunter ability to grant your weapons the *ghost touch* special ability as a swift action. You can activate ghost hunter an additional time each day.

GHOST HUNTING TEAM

Your loathing of undead is so great that even your allies can feel it.

Prerequisites: Duskwalker, ghost hunter racial trait.

Benefit: When you use your ghost hunter ability to grant your weapons the *ghost touch* special ability, you can also affect the weapons of allies within 30 feet of you. You can activate ghost hunter an additional time each day.

PERSONAL CHRONICLER

Psychopomps have sent a nosoi scribe to record your actions.

Prerequisite: Duskwalker.

Benefit: You gain a fledgling nosoi familiar as per the arcane bond class feature, using your character level as your wizard level. Treat this as either a raven or a whippoorwill familiar (a whippoorwill uses the statistics for a thrush, but grants a +3 bonus to Intimidate instead of Diplomacy). If you have the ability to gain a familiar through other means and you are at least 5th level, the bird is instead treated as a nosoi (*Pathfinder RPG Bestiary 4* 220) as though you had taken the Improved Familiar feat. You can have only one familiar.

This feat can be taken a second time by a character of 7th level or higher if that character doesn't otherwise have access to a familiar. Such characters treat their familiars as nosoi, as described above.

Special: If you ever willingly consort with sahkils or undead, your familiar abandons you and reports your actions to the nearest psychopomps. To regain your familiar, you must atone for your deeds via the *atonement* spell.

ORIGIN FEATS

Origin feats are duskwalker racial feats that grant additional powers based on the duskwalker's original cause of death. Generally, a duskwalker can qualify for only a single origin feat, but at the GM's discretion, a duskwalker whose death matches multiple origin feats may be allowed to take more than one.

CHANCE DEATH

You might have been struck by lightning or fallen off a horse, but either way your death came as the result of pure bad luck, a happenstance accident no one could have predicted.

Prerequisite: Duskwalker.

Benefit: Once per day, if you would die as a result of an attack or failing a saving throw, as an immediate action you can reroll the attack or saving throw. You must use the result of the second roll, even if it is worse. At 11th level, you can use this feat a second time per day.

DELIBERATE DEATH

Someone killed you: a monster, a murderer, a soldier, an executioner, it doesn't matter—someone made a conscious decision to end your life.

Prerequisite: Duskwalker.

Benefit: Once per day, if you are reduced below 0 hit points as a result of an attack or ability used by another character, as an immediate action you can take a single standard action.

You must use this action to attack or harm the creature that damaged you. At 11th level, you can use this feat a second time per day.

Lonely Death

Whether because you were lost in wilderness or quarantined during a plague, you died alone, unnoticed, and unmourned. Your body might not have been discovered for weeks.

Prerequisite: Duskwalker.

Benefit: Twice per day, if you are reduced below 0 hit points, as an immediate action you can move up to twice your base speed. If this brings you into cover or concealment, you can also attempt a Stealth check to hide. At 11th level, you can use this feat two additional times per day.

Willing Death

You might have been a soldier in an army, a self-sacrificing lover, or a hero who rushed in where even angels feared to tread. You died because you valued someone else's life above your own.

Prerequisite: Duskwalker.

Benefit: Twice per day, when an ally within 30 feet would die as a result of an attack or failing a saving throw, as an immediate action you can redirect the damage and effects to yourself. This functions as *paladin's sacrifice*^{APG}. At 11th level, you can use this feat two additional times per day.

FAVORED CLASS OPTIONS

The following options are available to duskwalkers who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Antipaladin: Add 1/2 points of damage to the antipaladin's touch of corruption ability (whether using it to heal or harm).

Arcanist: Add 1/4 to the arcanist's caster level when casting spells of the necromancy school.

Bard: Add 1/2 to the bard's bardic Knowledge bonus.

Cleric: Add 1/2 point of damage when using positive energy against undead.

Fighter: Add 2 to the fighter's Constitution score for the purpose of determining death from negative hit points.

Investigator: Add a +1/3 bonus on inspiration rolls applied to Heal, Knowledge and Linguistics checks.

Kineticist: Increase the capacity of the kineticist's internal buffer by 1/6 point.

Monk: Add 1/4 point to the monk's ki pool.

Paladin: Add 1/2 point to hit points restored by the paladin's lay on hands ability (whether using it to heal or harm).

Ranger: Add 1/5 to the ranger's favored enemy bonus against undead. The ranger must have favored enemy (undead) to select this option.

Rogue: The rogue gains 1/6 of a new rogue talent.

Skald: Add 1/2 to the skald's bardic Knowledge bonus.

Spiritualist: Add 1 foot to the spiritualist's phantom's base speed. In combat, this option has no effect unless

the spiritualist has selected it 5 times (or another increment of 5).

Vigilante: Add 1/4 to the penalty inflicted by startling appearance, and a +1/2 bonus on the Intimidate check for frightening appearance.

Witch: Add 1/4 to the witch's caster level when casting spells of the necromancy school.

Wizard: Add 1/4 to the wizard's caster level when casting spells of the necromancy school.



GANZIS

Though they're often mistaken for other planar scions such as aasimars and tieflings, ganzis are mortals whose bloodlines have been infused with chaos—the result of the Maelstrom's entropic influence on the Material Plane rather than of mortals mingling with outsiders. This chaotic touch manifests in the ganzis' quintessential oddities: traits that can range from physical features to magical abilities. See page 234 of *Pathfinder RPG Planar Adventures* for more information on ganzis.

CHAOS KNIGHT (PALADIN ARCHETYPE)

Despite the entropic forces inherent in ganzis, some forgo a life of chaos, instead harnessing their heritage to enforce the power of law. The chaos knight is able to tap into the nature of the Maelstrom in order to grant or gain small, unpredictable blessings to aid on her quest for order. The following archetype is available to ganzi characters.

Entropic Touch (Su): At 2nd level, a chaos knight can employ the forces of entropy with a touch to shatter a mind-affecting spell or effect currently affecting an ally. As a standard action, he can touch a creature to grant that creature a new saving throw against one mind-affecting effect, with a bonus on the save equal to one-third the chaos knight's level (minimum +0). If the chaos knight targets himself, he can use this ability as a swift action. A chaos knight can use this ability a number of times per day equal to half his paladin level + his Charisma modifier.

This replaces lay on hands.

Blessings of the Maelstrom (Su): At 3rd level, a chaos knight can harness the unpredictable essence of the Maelstrom to bless a creature. When he uses his entropic touch ability, the chaos knight can grant the touched creature a blessing from the table below that lasts for a number of rounds equal to 1 + the chaos knight's Charisma modifier (minimum 1 round). Only one creature can have this blessing at a time. If another creature gains the blessing, the previous blessing ends. The creature rolls 1d4 and compares the result to the table below to determine the blessing. If the chaos knight targets himself with the blessing, he can roll twice and choose his preferred result.

At 5th level and every 3 levels thereafter, the chaos knight can grant a blessing to one additional creature at a time.

This replaces mercy.

Aura of Chaos (Su): At 14th level, a chaos knight treats his weapons as chaos-aligned for the purposes of bypassing

damage reduction. In addition, the chaos knight treats attacks targeting enemies within 10 feet of him as chaos-aligned for the purpose of overcoming damage reduction.

This replaces aura of faith.

EXPANDED ODDITIES

Due to the Maelstrom's entropic influence on their compositions, ganzis each have an unusual but defining feature—referred to as an oddity—that sets them apart from other races and even from other members of their own race. These oddities vary wildly from ganzi to ganzi, and they can manifest as physical features, such as feathers, scales, or a tail, or as more subtle magical abilities. At the GM's discretion, players with ganzi characters can roll 1d20 to randomly determine what form their characters' oddities take using the list below.

1–3: Amorphous Limbs (Su): The influence of the Maelstrom manifests in the ganzi's ability to transform one of her limbs at will, often into a natural weapon such as a massive clawed arm. Every 1d4 rounds as a swift action, a ganzi can transform one of her limbs into a natural melee weapon that deals 1d6 points of damage. The transformation lasts until the beginning of the ganzi's next turn. The damage dealt by this natural weapon can be lethal or nonlethal, at the ganzi's discretion, and she chooses whether the damage type is bludgeoning, piercing, or slashing.

4–6: Ink (Ex): As a standard action, the ganzi can spit a stream of opaque, black ink from her mouth to a distance of up to 20 feet. The ganzi can target either a creature or a square on the ground, each with different effects, as detailed below. The ganzi can use this ability once per day, plus one additional time per day for every 4 Hit Dice she has.

Creature: The ganzi shoots a stream of ink into a creature's eyes as a ranged touch attack with a range of 30 feet. If the ganzi hits, the target must succeed at a Fortitude saving throw (DC = 10 + half the ganzi's Hit Dice + the ganzi's Constitution modifier) or be blinded for 1d4 rounds.

Ground: The ganzi spits the ink into a single square on the ground within 30 feet, which becomes slippery for 1d6 rounds. Any creatures entering the square must succeed at a Reflex save (DC = 10 + half the ganzi's Hit Dice + the ganzi's Constitution modifier) or fall prone.

7–10: Racing Mind (Ex): A ganzi whose lineage is linked to hunduns might inherit an aspect of the outsiders' chaotic minds. The ganzi's churning vortex of thoughts

| d4 | BLESSING |
|----|---|
| 1 | The creature gains a sacred bonus to AC equal to 1/5 the paladin's level (minimum +1). |
| 2 | The creature gains a sacred bonus on weapon damage rolls equal to the chaos knight's Charisma modifier. |
| 3 | The creature gains fast healing 2. This fast healing increases by 1 for every 3 levels the chaos knight has. |
| 4 | The creature gains an enhancement bonus to its movement speeds, adding 5 feet of movement for every 2 levels the chaos knight has (to a maximum of +40 feet). |

bolsters it against mental attacks, granting the ganzi a +2 bonus on Will saves against mind-affecting effects.

11–13: Spell-Like Ability (Sp): Ganzis whose chaotic influences rise from sources other than the Maelstrom or its inhabitants often manifest an oddity that duplicates the effects of a specific spell. Such a ganzi gains one of the following spell-like abilities, which can be used once per day with a caster level equal to the ganzi's HD: *acid arrow*, *gust of wind*, *mirror image*, *resist energy*, *scorching ray*, *see invisibility*, or *warp wood*.

14–16: Uncanny Aura (Su): Some ganzis have an unsettling aura of chaos that rattles hostile creatures that venture too close. Once per day as a standard action, such a ganzi can activate an uncanny aura; enemies within 30 feet must succeed at a Will saving throw (DC = 10 + half the ganzi's Hit Dice + the ganzi's Charisma modifier) or become frightened until the beginning of the ganzi's next turn. The aura remains for a number of rounds equal to the ganzi's Charisma modifier (minimum 1 round). Once a creature has been affected by an uncanny aura, whether it failed its save or not, it cannot be affected again for 24 hours.

17–18: Vestigial Wings (Ex): The ganzi has a pair of small, vestigial wings, likely but not limited to resembling those of a flying creature or some manner of construct. Though these appendages do not grant flight, these ganzis can use their wings to stabilize themselves when they're thrown off balance. Such ganzis gain a +1 bonus on Reflex saving throws and a +2 bonus on Acrobatics checks to balance.

19–20: Void Touch (Su): A ganzi whose lineage is influenced strongly by voidworms might exhibit the ability to inflict chaos on others' minds. Three times per day when such a ganzi hits a creature with a melee attack, the ganzi can deliver a burst of chaos to that creature as a free action. The target must succeed at a Will save (DC = 10 + half the ganzi's Hit Dice + the ganzi's Constitution modifier) or be confused for 1 round.

FAVORED CLASS OPTIONS

The following options are available to ganzis who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the class reward.

Arcanist: Add 1/2 to the arcanist's effective caster level when casting spells with the chaotic descriptor.

Bard: Add 1/2 to the bard's bardic knowledge bonus.

Druid: The druid gains a +1 bonus on Knowledge (nature) or Knowledge (planes) checks related to extraplanar flora and fauna.

Hunter: The hunter's animal companion is specially trained for extraplanar expeditions and gains a +1 bonus on Stealth and Acrobatics checks while on a plane other than the Material Plane.

Investigator: Increase the total number of points in the investigator's inspiration pool by 1/3.

Oracle: Add one spell known of the enchantment school from the cleric or wizard spell list. This spell must be at least 1 level below the highest spell level the oracle can cast.

Rogue: Add a +1/2 bonus on Stealth checks while on a plane other than the Material Plane.

Sorcerer: Choose a bloodline power from the abyssal or protean bloodlines that the sorcerer can use. The sorcerer treats her class level as though it were 1/2 higher (to a maximum of +4) when determining the effects of that power.

Wizard: Add 1/3 to the wizard's effective caster level when casting a spell with the chaotic descriptor.



PLANAR SCIONS

The planes intersect with the material world in ways both intimate and obscure, and individuals from countless worlds are touched by all manner of forces from the Outer Planes. Some derive power from primal forces older than any morality, while others are graced or stained by deeds they never committed, and others still are testaments to the height to which mortal ambition can rise. These beings are known as planar scions, and they include the likes of shabti, sulis, tieflings, and many others. The following are options for characters with ancestries that trace back to the Great Beyond.

ALTERNATE ELEMENTAL HERITAGES

Geniekin trace their lineage to beings from the various Elemental Planes. Though their progenitors are typically genies, this ancestry can derive from any number of elemental creatures. Furthermore, even geniekin whose ancestry includes only genies can manifest their elemental heritage in uncommon ways. The following heritages represent geniekin variants who have an affinity for different aspects of the elements, with new ability modifiers, spell-like abilities, and elemental affinities that replace the default ifrit, oread, sylph, and undine racial traits.



GEMSOUL (CRYSTAL OREAD)

With scintillating personalities to match their captivating appearances, gemsoul oreads command attention—and prefer it that way.

GEMSOUL

Typical Alignment N

Ability Modifiers +2 Str, +2 Cha, -2 Wis

Alternate Spell-Like Ability Gemsouls gain *color spray* as a spell-like ability.

Crystal Affinity This racial trait

functions as and can be replaced as the base oread's earth affinity, except it benefits sorcerers with the deep earth^{APG} bloodline and spellcasters with the Charm domain.

Gemsouls tend to have large egos and are flashy in their relationships. They gravitate towards artistic pursuits, most frequently of a performative nature, though they also have a strong tradition of symmetric poetry. Gemsouls prefer to make their homes in flamboyant societies or places where they can make meaningful personal contributions, as well as in nations that appreciate cultivated beauty, like Kyonin.

Gemsouls typically have dazzling, faceted skin, along with a cluster of crystalline formations instead of hair and pupil-less eyes of vivid colors. Some favor tattoos in complex, branching geometric shapes, and they can frequently be seen wearing silks or brightly dyed linen to contrast their complexions.



IRNSOUL (METAL OREAD)

Stolid and indomitable, ironsouls oreads undertake great works, both physical and conceptual, with unwavering determination.

IRNSOUL

Typical Alignment LN

Ability Modifiers +2 Con, +2 Wis, -2 Dex

Alternate Spell-Like Ability

Ironsouls gain *unerring weapon*^{UC} as a spell-like ability.

Metal Affinity This racial trait functions as and can be replaced as the base oread's earth affinity, except it benefits sorcerers with the shaitan^{UM} bloodline and spellcasters with the Metal^{APG} subdomain.

Possessed of patience and a sense of self-refinement through struggle, ironsouls reflect their ancestry in their continuous and determined efforts towards self-improvement. Ironsouls are most at home in areas that reflect that same sense of directed and intentional growth, and they operate best within existing formal structures.

Ironsouls wear their elemental heritage on their skin, with most having some amount of metallic sheen. Their skin tone varies, with colors ranging from gold and silver to copper-green and dull, oxide gray.



LAVASOUL (MAGMA IFRIT)

Like the primal fires of creation, lavasoul ifrits are both fluid and fixed, alternating between stability and violent alteration.

LAVASOUL

Typical Alignment CN

Ability Modifiers +2 Con, +2 Int, -2 Dex

Alternate Spell-Like Ability Lavasouls gain *burning sands*^{AG} as a spell-like ability.

Magma Affinity This racial trait functions as and can be replaced as the base ifrit's fire affinity, except it benefits sorcerers with the efreeti^{UM} bloodline and spellcasters with the Ash^{APG} subdomain.

Mutable and intense, lavasouls evoke the cycle of creation and destruction in their colorful lives, unafraid to pursue new paradigms when the old ones no longer suit them. Many are dark-skinned but riven with blazing lines, which are sometimes also reflected in bright hair or eye colors. They tend to embrace body modification, acquiring and discarding tattoos and piercings as they feel appropriate.

Lavasouls can be found in places where seismic change is commonplace and destructive creation is not seen as a contradiction; they excel in the fast-paced markets of Katapesh and the constant flux of Galt.



MISTSOU (VAPOR UNDINE)

Soothing and insightful, mistsoul undines move through the world with airy resilience and earnest action.

MISTSOU

Typical Alignment NG

Ability Modifiers +2 Con,
+2 Wis, -2 Int

Alternate Spell-Like Ability

Mistsouls gain *obscuring mist* as a spell-like ability.

Mist Affinity This racial trait functions as and can be replaced as the base undine's water affinity, except it benefits sorcerers with the dreamspun^{APG} bloodline and spellcasters with the Repose domain.

With gentle spirits and contemplative minds, mistsouls are drawn to the more mystic aspects of their element. Their ephemeral, vaporous natures can allow them to lull others into a dreamlike state, or facilitate a peaceful transition into the next life. They tend to seek out places where ideological and political struggles converge, and thus they are at home in communities like those of the common folk of Brevo.

Physically, mistsouls have rounded features and graceful deliberation in their movement. They prefer soft, high-quality garments of neutral or earth tones and simple jewelry chosen for significance rather than expense.



RIMESOU (FROST UNDINE)

Rimesoul undines are distant and imperious, aloof in their intellect and hesitant to change their ways.

RIMESOU

Typical Alignment LN

Ability Modifiers +2 Dex, +2 Int,
-2 Cha

Alternate Spell-Like Ability

Rimesouls gain *chill touch* as a spell-like ability.

Ice Affinity This racial trait functions as and can be replaced as the base undine's water affinity, except it benefits sorcerers with the boreal^{APG} bloodline and spellcasters with the Ice^{APG} subdomain.

Like their ice-coated ancestors, rimesouls represent the solidification of change. They have precise, ordered minds that take well to individual pursuits. Rimesouls often choose to live in sparsely populated areas in Irrisen and Varisia. When they do live in cities, they prefer areas of disciplined culture such as Druma and Chelixa.

In appearance, rimesouls are frequently pale, sometimes with translucent or blue-tinged skin. Rimesouls usually dress in crisp, understated fashions that present an impression of austerity.



SMOKESOU (FUME SYLPH)

Veiled and surreptitious, smokesoul sylphs are natural deceivers, always concealing their true intentions.

SMOKESOU

Typical Alignment CE

Ability Modifiers +2 Dex, +2 Cha,
-2 Con

Alternate Spell-Like Ability

Smokesouls gain *blurred movement*^{ACG} as a spell-like ability.

Smoke Affinity This racial trait functions as and can be replaced as the base sylph's air affinity, except it benefits sorcerers with the shadow^{APG} bloodline and spellcasters with the Smoke^{APG} subdomain.

Obfuscation, secrecy, and the shape of things not there: all these are the natural realms of smokesouls. They are experts at concealing both their bodies and motivations, and at making the insubstantial seem as real as any physical object. Smokesouls are drawn to areas of dangerous politics and intrigue, and many can be found in Nidal and Brevo pursuing whatever machinations amuse them.

With few distinguishing features save ashen skin and dark hair, smokesouls can be mistaken for any number of other races. Smokesouls often change their clothing, cosmetics, or style to keep their appearance in a constant state of flux.



STORMSOU (LIGHTNING SYLPH)

With an abundance of confidence and a shortage of patience, stormsoul sylphs are personalities who cannot be ignored.

STORMSOU

Typical Alignment CN

Ability Modifiers +2 Dex,
+2 Cha, -2 Wis

Alternate Spell-Like Ability

Stormsouls gain *shocking grasp* as a spell-like ability.

Lightning Affinity This racial trait functions as and can be replaced as the base sylph's air affinity, except it benefits sorcerers with the stormborn^{APG} bloodline and spellcasters with the Weather domain.

When a stormsoul moves, either in word or in action, the world notices. Unafraid to speak their minds, they are both direct and unsubtle, and they make fierce allies. When friends are in need, stormsouls act without thinking and are always the first to leap to their aid.

A stormsoul sylph has hair that always seems to move, even when there is no breeze, and acts with a sudden intensity that can seem out of control. Their eyes are the color of stormy water or lightning-lit skies, and even a casual glance from a stormsoul can seem severe.



SUNSOUL (SOLAR IFRIT)

Strong in character and in body, sunsoul ifrits are incurably optimistic agents of positive change.

SUNSOUL

Typical Alignment LG

Ability Modifiers +2 Str, +2 Cha,
-2 Wis

Alternate Spell-Like Ability

Sunsouls gain *sun metal*^{LC} as a spell-like ability.

Solar Affinity This racial trait functions as and can be replaced as the base ifrit's fire affinity, except it benefits sorcerers with the celestial bloodline and spellcasters with the Sun domain.

With fire comes light, and the brightness of the sunsouls comes both from their affinity for positive energy and their own luminous attitudes. Where others despair, they labor on, striving to lead by example. Strong leaders and passionate ethos attract sunsouls, drawing them toward powerful religions or crusading nations such as Mendev. They can also be found in places where darkness is settling in; both Taldor and Ustalav have their share of sunsouls working to return these nations to the light.

Sunsouls cannot easily hide their presence, and most would never try. Most sunsouls tend to have fair hair, often nearly white, and eyes that glow with a twinkle all their own. Some seem to glow from within, as if lit from inside by an inner sunlight. Unafraid to be seen, they dress in whatever styles please them, even when it means they stand out among populations either more daring or more conservative.

GATHLAIN COURT TITLES

The courts of the Eldest have many fanciful titles, and the strange logic of the fey means bearing one of them can grant a creature unusual powers. The following feats represent the metaphysical weight of gaining a title from a fey patron. Generally, the following titles are available only to creatures with the fey creature type (most frequently gathlains), but loyal and particularly impressive servants of the Eldest can court the favor of the fey with audacious deeds, and are sometimes rewarded by being made peers.

INEFFABLE COUNT OF THE CLOCK

You realize that the endless march of time is more of a drunkard's lurch, and this grants you status in the eyes of the Many.

Prerequisites: Fey creature type or Fey Obedience (Shyka; *Pathfinder Campaign Setting: The First World, Realm of the Fey* 17), you must have either visited or interacted with an outsider from the Dimension of Time.

Benefit: Three times per day as a free action, you can increase your speed by any amount up to your base speed until the end of your turn. On the subsequent round, your speed is reduced by the same amount.

KNIGHT OF THE TWISTED WORD

You've so impressed the Traitor that he's given you a title in his court-in-exile—possibly to keep an eye on you.

Prerequisites: Fey creature type or Fey Obedience (Count Ranal; *The First World, Realm of the Fey* 17), character level 7th, you must have betrayed or deceived in a major fashion a demon with a CR at least 2 higher than your level when you took the feat.

Benefits: Once per day, you can cast *glibness* as a spell-like ability with a caster level equal to your Hit Dice.

MARCHER-LORD OF THE CERULEAN ABYSS

You've made your case to become one of Ragadah's nobles in the traditional way—by carving your sigil and the Water Lord's ouroboros in the flesh of a living dragon or of another massive monstrosity—and earned some of his might as a reward.

Prerequisites: Fey creature type or Fey Obedience (Ragadah; *The First World, Realm of the Fey* 17), you must have carved your name and Ragadah's holy symbol on the hide of a living dragon or outsider with either the aquatic or water subtype and a CR at least 2 higher than your level when you took the feat.

Benefit: You claim ownership of that which you strike. If you have dealt hit point damage to a creature this round, that creature takes a -2 penalty on combat maneuver checks and to its CMD until the beginning of your next round.

TRIPLE-BARON

The Three have seen your offerings and proclaimed them satisfactory, even before you actually had the chance to show those offerings to them.

Prerequisites: Fey creature type or Fey Obedience (Magdh; *The First World, Realm of the Fey* 17), you must have collected three gifts worth at least 100 gp each from three different planes across the Great Beyond. At least two of the planes must be diametrically opposed to one another in terms of planar traits.

Benefit: Three times per day as an immediate action, when you are about to roll for an attack, saving throw, or skill check, you can roll three d20s and use the middle of the three results. This ability cannot be combined with other effects that involve rerolling dice or involve rolling twice and taking either the higher or lower result.

SHABTI RACIAL OPTIONS

Granted a mortal's face and a mortal's name, shabti are mystic simulacrum of rulers who feared both death and the afterlife their actions had earned. Shabti are created to serve out a mortal's punishment in the afterlife in that mortal's place, but some manage to escape or are freed from their unjust sentences by psychopomps. Freed shabti often venture out into the planes to find their own paths. For more information on shabti, see page 227 of *Pathfinder RPG Bestiary* 5 and page 90 of *Pathfinder Adventure Path* #84: *Pyramid of the Sky Pharaoh*.

ALTERNATE RACIAL TRAITS

The following racial traits can be selected instead of existing shabti racial traits.

Blank Slate: Some shabti are bereft of memories of their past lives but can accomplish great improvisations. Shabti with this racial trait can, once per day as a free action, treat any skill as though they had a number of ranks equal to half of their character levels for one skill check (minimum 1 rank).

This racial trait replaces past life knowledge.

Facsimile: A few shabti are made with such skill they are nearly perfect copies of a mortal. Shabti with this racial trait appear to be human, save perhaps for minor features like unusual skin color. They count as humanoid (human) as well as outsider (native) for all purposes (such as humanoid-affecting spells like *charm person*).

This racial trait replaces immune to undeath and alters the native subtype.

Pharaonic Will: Rather than working to influence others, some shabti focus inward. Once per day as an immediate action after failing a save against a charm, compulsion, or fear effect, a shabti with this racial trait can reroll the save with a +2 racial bonus.

This racial trait replaces spell-like ability.

Soul Sympathy: Crafted to suffer punishments intended for their masters, some shabti can use this mortal connection to serve as reciprocal conduits. As an immediate action after being afflicted by temporary negative levels, a shabti with this racial trait can force the creature that inflicted the negative levels to suffer the same cumulative penalties, hit point loss, and caster level reduction. The shabti can use this ability only on an enemy within 60 feet and can share penalties with only one creature at a time. The shabti can sever this link as a free action.

This racial trait replaces resist level drain.

FAVORED CLASS OPTIONS

The following options are available to shabti who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Bard: Add 1/2 to the bard's bardic knowledge bonus.

Bloodrager: Add 1/4 to the bloodrager's effective class level when determining the power of her bloodrager bloodline powers.

Investigator: Add 1/6 rounds to the duration of the investigator's studied combat.

Medium: Add 1/5 to the bonus allies gain from shared seance. This doesn't increase the medium's seance boon.

Oracle: Add one spell from the psychic spell list that isn't on the cleric spell list to the list of spells the oracle knows. This spell must be at least 1 level below the highest spell level the oracle can cast.

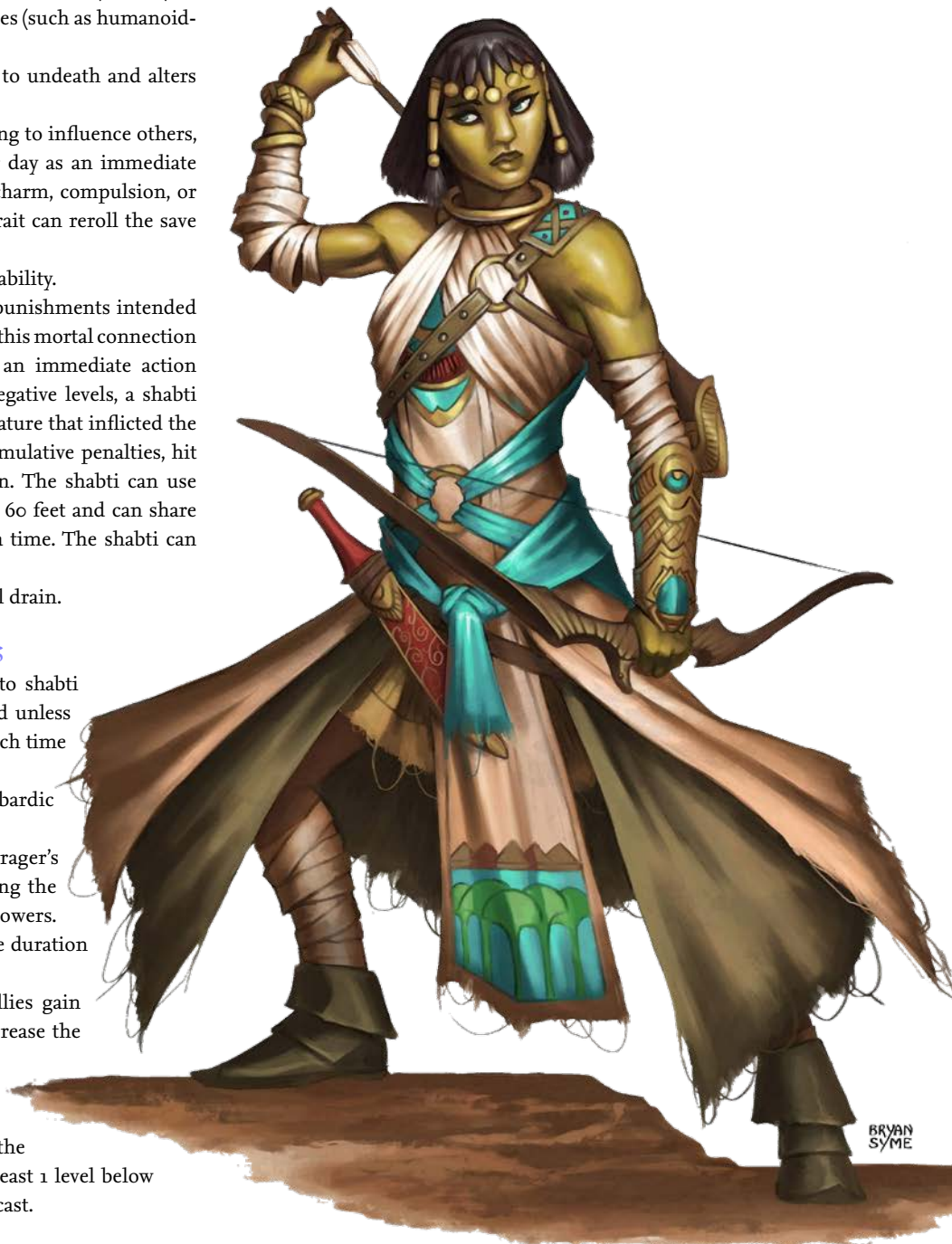
Paladin: Add 1/2 to the paladin's level when determining the effect of smite evil against incorporeal and ethereal creatures.

Ranger: Add 1/4 to a single existing favored terrain bonus (maximum bonus +1 per favored terrain).

Shaman: Add one spell from the psychic spell list that isn't on the shaman spell list to the list of spells the shaman knows. This spell must be at least 1 level below the highest spell level the shaman can cast.

Skald: Add 1/2 to the skald's bardic knowledge bonus.

Spiritualist: Add 1 foot to the limit of etheric tether. This includes how far the spiritualist's phantom can be before needing to concentrate and before the tether is broken.



PLANAR ALLIES

Adventurers who travel the planes encounter all manner of creatures while traversing the Great Beyond. Some adventurers establish relationships with these creatures, while others are able to draw upon the power of the planes to empower or enhance their existing allies.

NEW EIDOLON SUBTYPES

The following new eidolon subtypes are available to the unchained summoner; see page 25 of *Pathfinder RPG Pathfinder Unchained* for more details on this optional variant of the summoner class.

AEON EIDOLON (EIDOLON SUBTYPE)

Created to monitor a specific duality, an aeon eidolon often proves frustratingly headstrong in enforcing its own interpretation of balance.

Alignment: Neutral.

Base Form: Biped (claws, limbs [arms], limbs [legs]) or serpentine (limbs [arms], tail, slam).

Base Evolutions: At 1st level, aeon eidolons gain the envisaging ability (*Pathfinder RPG Bestiary 2 305*).

Aeon eidolons halve the armor and natural armor bonuses they gain per level, but gain an equal deflection bonus to their AC. They also gain a +4 bonus on saving throws against poison.

At 4th level, aeon eidolons gain the benefits of the *moderate fortification* armor special ability and cannot be tripped.

At 8th level, aeon eidolons gain the flight evolution (using magic) with a speed equal to their base speed.

At 12th level, aeon eidolons gain the ability to influence either emotions or time as a standard action, as chosen by the summoner. Whenever the summoner gains a level, he can change which ability the eidolon influences. When affecting emotions, an aeon eidolon affects up to five targets within 30 feet as *crushing despair*. A target can negate this effect with a successful Will save (DC = 14 + the eidolon's Charisma modifier). For each target that fails its save, the eidolon can affect one other creature within 30 feet as *good hope*. The caster level equals the eidolon's Hit Dice, and the save DC is equal to 10 + half the eidolon's Hit Dice + the eidolon's Charisma modifier. When affecting time, the ability functions in the same way, but the eidolon affects primary targets as *slow* and secondary targets as *haste*. The eidolon can use this ability once per day for every 5 Hit Dice it has.

At 16th level, aeon eidolons become immune to critical hits, poison, and sneak attacks.

At 20th level, aeon eidolons gain the ability to cast *moment of prescience* (CL 20th) as a spell-like ability three times per day.

ASTRAL EIDOLON (EIDOLON SUBTYPE)

While some resemble ouroboroses, most astral eidolons are spun from raw thought or the husks of Astral travelers whose silver cords broke.

Alignment: Neutral.

Base Form: Biped (limbs [arms], limbs [legs], slam) or serpentine (bite, magic attacks, reach [bite], tail, tail slap).

Base Evolutions: At 1st level, astral eidolons gain immunity to aging as well as a +4 bonus on saving throws against curses, diseases, and poisons. A summoner's class level is halved for the purpose of determining the rate at which his astral eidolon's Strength and Dexterity increase.

At 4th level, astral eidolons gain the ability to augment their masters' summoning abilities three times per day. To do so, the astral eidolon must ready an action to meld with a summoned creature. The summoner can use his *summon monster* spell-like ability or cast a *summon monster* spell while the astral eidolon is summoned and readied to activate this ability. The eidolon



BRYAN SYME

physically melds with one summoned creature as it appears, during which time the eidolon cannot be harmed or take actions of its own except to end the effect as a standard action. The eidolon must be adjacent to or share the space where the summoned creature will appear. The effect ends either when the spell ends, when the summoned creature is slain or dismissed, or when either the summoner or eidolon ends the effect as a standard action, after which the summoned creature disappears and the eidolon appears in the creature's space and is staggered until the beginning of the summoner's next turn.

When melded with a summoned creature, the eidolon grants the summoned creature one or more evolutions the eidolon has (maximum 1 point worth of evolutions for every 3 Hit Dice the eidolon has) and a number of temporary hit points equal to 1d8 plus the eidolon's number of Hit Dice. The summoned creature must conform to any limitations of the evolution (for example, it must have wings in order to gain the wing buffet evolution). Furthermore, the summoned creature cannot gain more than one natural attack in this way, though it can replace the damage of its natural weapons with that dealt by the evolution, provided the natural weapons are similar. For effects dependent on Hit Dice, use the eidolon's Hit Dice.

At 8th level, astral eidolons gain the flight evolution (using magic) with a speed equal to their base speed.

At 12th level, astral eidolons gain the ability to augment their master's summoning two additional times per day. When the eidolon melds with a summoned creature, that creature also gains the eidolon's evasion and devotion abilities.

At 16th level, astral eidolons gain immunity to curses, diseases, and poisons. They also increase by 50% the number of evolution points their summoners can divert using the aspect and greater aspect abilities. If the summoner lacks the aspect ability, he gains this ability but can divert only 1 evolution point. The summoner no longer takes penalties to his ability scores for aging, cannot be magically aged, and does not age retroactively when leaving a plane with the timeless planar trait. Ability score bonuses from age still accrue, and the summoner still dies of old age when his time is up.

At 20th level, astral eidolons can simultaneously meld with each creature summoned by the summoner's *summon monster* spell-like ability or *summon monster* spells, and the eidolon does not reappear automatically until each of the creatures is slain. Alternatively, the eidolon can meld with one summoned creature without disappearing, though the eidolon is staggered until the effect ends.

RADIANT EIDOLON (EIDOLON SUBTYPE)

Practically glowing with the Positive Energy Plane's potential, radiant eidolons make for passionate, if judgmental, companions that often have avian features.

Alignment: Neutral.

Base Form: Biped (bite, limbs [arms], limbs [legs]) or quadruped (claws, limbs [legs, 2]).

Base Evolutions: Radiant eidolons are immune to death effects and energy drain. They can exist comfortably on the Positive Energy Plane and do not benefit or suffer from the

positive-dominant planar trait. Whenever radiant eidolons are subjected to a magical healing effect, they regain 1 additional hit point per die rolled.

At 4th level, radiant eidolons' natural attacks can strike incorporeal targets as though they were *ghost touch* weapons. Radiant eidolons glow as *light* with an effective spell level equal to half their Hit Dice (round down); they can suppress or resume this effect as a standard action.

At 8th level, radiant eidolons grow feathery wings, gaining the flight evolution.

At 12th level, radiant eidolons gain the fast healing evolution.

At 16th level, radiant eidolons gain the ability to cast *cure serious wounds* three times per day. When a radiant eidolon's summoner dies or falls unconscious within 60 feet as a result of hit point loss, the eidolon can die as an immediate action to grant the summoner the benefits of *breath of life*. The caster level for both abilities equals the eidolon's Hit Dice.

At 20th level, radiant eidolons deal an additional 2 points of damage per die rolled against undead creatures when attacking with the energy attacks or breath weapon evolutions. Whenever radiant eidolons are subjected to a magical healing effect, the effect functions at its full potential, as if enhanced by Maximize Spell.

VOID EIDOLON (EIDOLON SUBTYPE)

Like the sharp-angled sceaquinars they resemble, void eidolons exult in entropy and resent anything bearing even a hint of life—including their summoners.

Alignment: Neutral or neutral evil.

Base Form: Biped (bite, limbs [legs], skilled [Stealth], wing buffet).

Base Evolutions: Void eidolons have negative energy affinity (*Pathfinder RPG Bestiary* 2 299) and are immune to death effects, disease, energy drain, and poison.

At 4th level, void eidolons gain the resistance (cold) evolution. Their natural attacks can strike incorporeal targets as though they were *ghost touch* weapons.

At 8th level, void eidolons can use their wings to fly, gaining the flight evolution. When selecting the energy attacks evolution, void eidolons can instead choose to deal 1d6 points of negative energy damage on a successful hit; this damage does not heal creatures.

At 12th level, void eidolons gain the lifesense ability (*Bestiary* 2 298). They also gain the energy drain ability (1 negative level) with their bite attacks, though they can drain only a total number of levels per day equal to half their Hit Dice (rounded down).

At 16th level, void eidolons lose the resistance (cold) evolution and instead gain the immunity (cold) evolution. They also gain DR 5/adamantine.

At 20th level, void eidolons can bestow up to 2 negative levels with a successful bite attack, and the number of negative levels they can bestow per day increases by their Constitution modifier. Their damage reduction increases to DR 10/adamantine.

PLANAR COMPANION ARCHETYPES

Rare creatures are born with a spark of elemental power. When selecting either of the archetypes below, choose one of the following elements that define which abilities the archetype grants: air, earth, fire, or water.

ELEMENTAL COMPANION (ANIMAL COMPANION ARCHETYPE)

The heart of this companion beats with primal energy.

Elemental Type (Ex): An elemental companion gains a subtype that matches its element: air, earth, fire, or water.

Lesser Elemental Manifestation (Ex): At 2nd level, an elemental companion gains one or more special abilities based on its element. An air companion gains a 20% miss chance against ranged attacks. An earth companion gains DR 1/adamantine, and this damage reduction increases by 1 for every 4 druid levels the master has. A fire companion can see through fire, fog, and smoke without penalty, and it gains Nimble Moves as a bonus feat. A water companion can breathe underwater, gains a swim speed of 20 feet, and gains a +2 dodge bonus to AC against attacks of opportunity; a water companion that already has a swim speed instead increases its swim speed by 10 feet.

This replaces evasion and improved evasion.

Greater Elemental Manifestation (Su): At 9th level, an elemental companion gains an additional ability based on its element. An air companion gains a fly speed of 20 feet (good maneuverability); an air companion that already has a fly speed instead improves its maneuverability by one category. An earth companion's natural attacks overcome damage reduction as though they were adamantine, cold iron, and silver weapons. For a fire companion, choose one natural attack; that attack deals an additional 1d6 points of fire damage for every 5 Hit Dice the companion has. For a water companion, choose one melee natural attack; that attack gains the push (10 feet) special ability (*Pathfinder RPG Bestiary* 2300).

This replaces multiattack.

ELEMENTAL FAMILIAR (FAMILIAR ARCHETYPE)

The raw power of an elemental plane suffuses the body of an elemental familiar.

Elemental Type (Ex): An elemental familiar gains a subtype that matches its element: air, earth, fire, or water.

Elemental Manifestation (Ex): An elemental familiar gains one or more special abilities based on its element. An air familiar gains a fly speed of 20 feet (good maneuverability); an air familiar that already has a fly speed instead improves its maneuverability by one category or increases its fly speed by 10 feet. An air familiar is considered three size categories larger than its actual size when calculating whether it can be moved by wind. An earth familiar increases the natural armor bonus it gains from its master's class level by 50% (minimum +1). A fire familiar can spit a globule of fire as a ranged touch attack once every 1d4 rounds; this attack has a range of 30 feet and deals 1d4 fire damage for every 3 character levels the master has. A water familiar can breathe underwater and gains a swim

speed of 20 feet; a water familiar that already has a swim speed instead increases its swim speed by 10 feet. A water familiar also gains a bonus to its CMD when resisting bull rush, drag^{APG}, reposition^{APG}, and trip combat maneuvers; this bonus is equal to the natural armor adjustment gained from its master's level.

This replaces improved evasion.

Elemental Speech (Ex): An elemental familiar gains the ability to speak and understand a language based on its element: Aquan (water), Auran (air), Ignan (fire), or Terran (earth).

This ability replaces speak with animals of its kind.

PLANAR MENTOR FEATS

The following feats are appropriate for any character who has an outsider as a mentor.

GREATER PLANAR MENTOR

Your mentor begins to look upon you as an equal and can even answer your call.

Prerequisites: Improved Planar Mentor*, Planar Mentor*, character level 13th.

Benefit: You can benefit from your Planar Mentor feat one additional time per day. You add the following to the list of spell-like abilities you can cast using Improved Planar Mentor for their respective alignments, each of which affects only a single target within 30 feet: *blasphemy* (evil), *dictum* (lawful), *holy word* (good), *slay living* (neutral), and *word of chaos* (chaotic).

Once per week you can cast *greater planar ally* as a spell-like ability, but only to conjure your planar mentor. Your mentor requires only half the normal payment for its services.

IMPROVED PLANAR MENTOR

As you grow, so too does your mentor's influence.

Prerequisites: Planar Mentor*, character level 7th.

Benefit: You can benefit from your Planar Mentor feat one additional time per day. While your mentor's boon is active, weapons and natural weapons you wield overcome damage reduction as though they were weapons of that alignment (e.g., as good weapons for earning good approval). For neutral approval, your weapons and natural weapons overcome damage reduction as cold iron and silver weapons.

Once per day while benefiting from your mentor's boon, you can cast one of the following spell-like abilities based on the active boon's alignment (CL = your character level). Once you cast the spell-like ability, your mentor's boon ends immediately.

Chaotic: *Chaos hammer*, *magic circle against law*, *summon monster IV* (chaotic outsiders only).

Evil: *Magic circle against good*, *summon monster IV* (evil outsiders only), *unholy blight*.

Good: *Holy smite*, *magic circle against evil*, *summon monster IV* (good outsiders only).

Lawful: *Magic circle against chaos*, *order's wrath*, *summon monster IV* (lawful outsiders only).

Neutral: *Bestow curse*, *prayer*, *summon monster IV* (outsiders without alignment subtypes only).

PLANAR MENTOR

Whether you sought it out, caught its attention, or inherited its service, an outsider is watching over you. The more you impress it, the more it shares its power and knowledge.

Benefit: When you take this feat, choose one non-unique outsider with 18 Hit Dice or fewer and whose alignment is within one step of your own along either the law/chaos axis or the good/evil axis. Twice per day (three times per day for an outsider with only neutral alignment components) when you fulfill the condition associated with either component of your mentor's alignment, you can gain your mentor's boon for that alignment as an immediate action. This grants you resistance equal to your level to a particular energy type as well as a special benefit associated with that alignment. These benefits last for a number of rounds equal to your Charisma modifier + 1 (minimum 1).

Chaotic: To earn chaotic approval, you must provoke an attack of opportunity from a creature whose CR is at least half your level. You gain acid resistance as well as a 10% miss chance due to concealment.

Evil: To earn evil approval, you must damage a flat-footed foe, hit a foe you're flanking, or confirm a critical hit. You gain fire resistance, and your attacks deal an amount of bleed damage equal to half your level.

Good: To earn good approval, you must heal another creature or deal nonlethal damage

to a foe using an ability that has no additional effects beyond nonlethal damage. You gain electricity resistance and a +2 bonus on your saving throws.

Lawful: To earn lawful approval, you must perform the aid another action for an ally whose level is equal to or greater than your own, or you must benefit from the aid another action from such an ally. You gain cold resistance and the benefits of the *light fortification* armor special ability.

Neutral: To earn neutral approval, you must succeed at a saving throw prompted by a source with a CR of at least half your level. You gain resistance to any one energy type (your choice) and a +2 bonus on skill checks.

If your mentor is killed or imprisoned, you lose the benefits of this feat and any feats for which it is a prerequisite. When you gain a level, you can secure a new mentor by performing a ritual that takes 8 hours and expends components worth $200 \text{ gp} \times$ the new mentor's Hit Dice.

Special: At the GM's discretion, a PC can select an outsider of any alignment. This represents a relationship in which the outsider is attempting to corrupt, redeem, or otherwise influence the PC.



DEMIPLANES

The Great Beyond seems unchanging, a collection of vast worlds held together in delicate balance by mystical forces. The reality, however, is that planes are malleable. The most powerful magical forces can warp and reshape planar boundaries, creating new realms altogether. These offshoots, generally originating in the Astral and Ethereal Planes, are called demiplanes. A demiplane is a discrete, unique reality, smaller than a regular plane but containing its own mysteries. Some are created by gods, some by unimaginably powerful mortals, and others by clashing planar energies. More information on demiplanes can be found starting on page 208 of *Pathfinder RPG Planar Adventures*.



AKASHIC RECORD

A demiplane lying deep within the Astral Plane, the Akashic Record is an infinite library said to contain all knowledge in existence. This information is preserved in psychic form, curated and protected by the unwavering dedication of the outsiders known as aeons. Though this demiplane exists in the Astral Plane, it seems impossible to gain access from that realm. Instead, legends tell of explorers entering the Akashic Record through the elusive Dimension of Time. Those who find their way to the Akashic Record are said to enter a sort of reading room, where they can access a small portion of the plane's catalog under the aeons' strict supervision. In spite of these tales, there is currently no known method to access the Akashic Record.

AKASHIC PHENOMENA

Scholars who study the Akashic Record have developed a number of spells imitating the demiplane's ability to restore psychic records. In addition to *akashic form* (*Pathfinder RPG Occult Adventures* 156), a few of these spells are listed below.

GREATER REVERSION

School conjuration (healing); **Level** cleric 5, psychic 4, wizard/sorcerer 5

Casting Time 20 minutes

Components V, S

Range personal

Target self

Duration 24 hours

You create a fine-tuned replica of yourself within the Akashic Record at the time the spell is cast. You must currently have a number of hit points equal to or greater than half your maximum hit points to cast the spell. If at any time during the duration of the spell you are brought below half your maximum hit points, you can end this spell as an immediate action to absorb strength from your replica and immediately regain a number of hit points equal to 3d8 plus 1 point per caster level (maximum +15).

MINOR REVERSION

School conjuration (healing); **Level** cleric 3, psychic 2, wizard/sorcerer 3

Casting Time 10 minutes

Components V, S

Range personal

Target self

Duration 24 hours

You create an imperfect replica of yourself within the Akashic Record at the time the spell is cast. You must currently have a number of hit points equal to or greater than half your maximum hit points to cast the spell. If at any time during the duration of the spell you are brought below half your maximum hit points, you can end this spell as

an immediate action to absorb strength from your replica and immediately regain a number of hit points equal to 1d8 plus 1 point per caster level (maximum +5).

MINOR REVERSION, MASS

School conjuration (healing); **Level** cleric 6, psychic 5, wizard/sorcerer 6

Casting Time 30 minutes

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature/level, no two of which can be more than 30 ft. apart

Duration 24 hours

You create a replica within the Akashic Record of each target at the time the spell is cast. Each targeted creature must currently have at least half its hit points. If at any time during the duration of the spell a target is brought below half her maximum hit points, that target can end the spell on herself as an immediate action to absorb strength from her replica and immediately regain a number of hit points equal to 1d8 plus 1 point per caster level (maximum +25).

CYNOSURE

From Golarion, Cynosure appears as a glorious, shimmering blue star. This celestial body is not just a star, but also contains its own demiplane: the home of Desna, goddess of stars and travelers. Desna's realm is strongly aligned with chaos and good, and those the goddess approves of can access the plane with ease. The landscape of Cynosure is lush and serene, with an eternally starry sky. The waters do not reflect the stars; instead, the pools function as portals that can be used to see through to the other side of the plane, and perhaps even for swift travel.

Cynosure is a populous plane, home mostly to petitioners known as chosen dreamers, many of whom were worshipers of Desna in life. When Desna herself is home, she rules from the Sevenfold Cynosure, an ever-changing palace. Threats can arise in the form of evil dreamspawn from other planes, which Desna rewards visitors for defeating.

STAR TRAVEL FEATS

The following feats are available to characters that know the secrets of Desna's stars and how to use them to navigate between planes and worlds.

Cosmic Gate

You know that the stars shining in Cynosure's pools aren't reflections, but are gateways, and you can use this knowledge in your travels.

Prerequisites: Lady Luck's Guidance*, Knowledge (planes) 10 ranks.

Benefit: Once per day, you can briefly enter Cynosure and use the pools located there to instantly travel to a nearby location on the Material Plane; this functions as *teleport* except you are always considered very familiar with your destination.

IMPROVED STELLAR WANDERER

You have mastered the art of planar travel through your time on Cynosure.

Prerequisites: Stellar Wanderer*, Knowledge (planes) 15 ranks.

Benefit: When using the Stellar Wanderer feat for planar travel, you can choose up to eight creatures to be transported with you. You now appear 1 to 100 miles (1d%) from your intended destination rather than 5 to 500 miles.

LADY LUCK'S GUIDANCE

Desna has taken a liking to you and guides you from the stars as you travel.

Prerequisites: Knowledge (geography) 5 ranks, Knowledge (planes) 5 ranks.

Benefit: Once per day during overland travel, you can attempt a DC 25 Knowledge (geography) check to follow the stars. On a success, you and up to eight other creatures use Desna's mystical guidance to travel twice the usual distance during overland travel.

STELLAR WANDERER

You have gained Desna's trust, and she has taught you her realm's secrets.

Prerequisites: Character level 15, Knowledge (planes) 10 ranks.

Benefit: Once per week, you can use the pools of Cynosure to instantly transport yourself from Cynosure to any plane, as per *plane shift*.

DIMENSION OF DREAMS

Drifting aimlessly through the Ethereal Plane is the Dimension of Dreams, a place made up of infinite dreamscapes. Each individual enters the Dimension of Dreams naturally when she sleeps, creating a unique dreamscape just for herself. Entering another creature's dream can be achieved only by special means tailored to the Dimension of Dreams, such as the *dream travel*^{DA} spell. Visitors to a dreamscape can gain great power within the dream.

Hidden at the heart of the Dimension of Dreams lie the Dreamlands, a more fixed demiplane created by the most powerful dreamers of the ancient world. The Dreamlands are considered easier to reach than individual dreamscapes and can be accessed through various occult rituals. This vast demiplane contains whole nations, though adventurers should proceed with caution: this realm is home not only to people, but also nightmarish creatures such as Elder Gods.

LUCID DREAMER FEATS

The following feats expand upon the Lucid Dreamer feat (*Pathfinder RPG Occult Adventures* 137) and grant greater control to characters traveling into the Dimension of Dreams.

DREAMWALKER

Your dreams are as vivid as your waking hours, and you can slip into a dreamlike state with no effort.

Prerequisites: Cha 17, Lucid Dreamer^{OA}, Practiced Dreamer*, Knowledge (planes) 10 ranks.

Benefit: Your experience in the Dimension of Dreams allows you to enter the demiplane with ease. You no longer have to attempt a Charisma check when entering the Dimension of Dreams to determine whether or not you are at a disadvantage, instead automatically arriving unhindered.

EPHEMERAL TREAD

You are able to gain some abilities of a lucid dreamer while in your corporeal form.

Prerequisites: Cha 15, Lucid Dreamer^{OA}, Knowledge (planes) 5 ranks.

Benefit: Once per day, when you are in the Dimension of Dreams in your physical body, you can attempt an impossible action as a standard action as though you were in a lucid body. No positive modifiers can be applied to this roll other than your Charisma modifier.

PRACTICED DREAMER

Your time in the Dimension of Dreams has improved your ability to manipulate its landscape.

Prerequisites: Cha 15, Lucid Dreamer^{OA}, Knowledge (planes) 5 ranks.

Benefit: Once per day, you can reroll a failed attempt to perform an impossible action, such as casting a spell you can't normally cast, gaining an effect of a spell as if it had been cast, or conjuring a magic item. You also gain an additional +2 bonus on Charisma checks to determine your initial condition when entering a dream with your lucid body.

WAKING DREAM

You can manipulate the world of dreams, even in your physical form.

Prerequisites: Cha 17, Ephemeral Tread*, Lucid Dreamer^{OA}, Knowledge (planes) 10 ranks.

Benefit: When in the Dimension of Dreams in your physical body, you gain an additional attempt at an impossible action per day, for a total of two attempts. However, as a result of your meddling with the fabric of the realm, when you travel to the Dimension of Dreams in your physical body, you must succeed at a DC 15 Charisma check or arrive at a disadvantage.

HAO JIN TAPESTRY

The *Hao Jin Tapestry* is an artifact that holds the eponymous personal demiplane of an incredibly powerful sorceress from the Dragon Empires named Hao Jin, also known as the Ruby Phoenix. She gained fame in her lifetime through battle and was given her moniker due to her mysterious ability to resurrect herself. Hao Jin created the tapestry as a museum of her favorite places on Golarion, tearing them from the Material Plane and preserving them in magically controlled environments meant to sustain these stolen cities and landscapes forever. At some point after creating the tapestry, Hao Jin disappeared, and she has not been seen there or on

the Material Plane for centuries. In her absence, the magic that maintained the lands within the Hao Jin Tapestry has started to decay, creating chaotic and potentially catastrophic weather that threatens the demiplane's inhabitants.

SECRETS OF THE WEAVE FEATS

The following feats are available to characters who have traveled through the Hao Jin Tapestry.

SWAMP DWELLER

You have trained with the Muckmouth lizardfolk of the Hao Jin Tapestry and learned their ways.

Prerequisites: Str 13, must have visited the Hao Jin Tapestry.

Benefit: You gain a +2 bonus on Swim checks. If you have 10 or more ranks in Swim, the bonus increases to +4. This bonus doubles while you're in marshy terrain. In addition, you can move normally into squares with a shallow bog, and it costs you only 2 squares of movement to move into a square with a deep bog (*Pathfinder RPG Core Rulebook* 427).

DARK AFFINITY

You have observed the dark stalkers who roam the Hao Jin Tapestry and adopted some of their tricks.

Prerequisites: Character level 3rd, must have visited the Hao Jin Tapestry.

Benefit: You can cast *darkness* once per day as a spell-like ability using your character level as your caster level. At 7th level, you can also cast *deeper darkness* once per day as a spell-like ability using your character level as your caster level.

MAGIC OF THE WEAVE

The following spell is available to characters who have extensively studied the Hao Jin Tapestry.

ERODING RAY

School transmutation; **Level** cleric 2, druid 2, wizard/sorcerer 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You channel a fraction of the tumultuous ecosystem of the Hao Jin Tapestry and redirect it through your hands as a beam of deteriorating energy. You can fire one ray, plus one additional ray for every 4 levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and can target only a construct or an object. If a ray hits, the target begins to crumble, taking 2d6 points of damage. This damage ignores hardness and damage reduction.

THE HARROWED REALM

A Varisian bard named Sonnorae Imlios created the Harrowed Realm as her own demiplane where she could live forever. She crafted the demiplane out of a portion of the Dimension of Dreams, using her own harrow deck, the *Deck*

of *Harrowed Tales*, as a magical focus to build the realm upon. The magic of the Harrowed Realm eventually breathed life into the characters of Sonnorae's harrow deck, and these immortal creatures became known as the storykin. A group of eight storykin called the Conspirators grew tired of playing their preordained roles and, in a violent uprising, killed and consumed Sonnorae. The Conspirators now rule the Harrowed Realm, each with their own kingdom and a portion of Sonnorae's power. The Conspirator Zassrion, a blue dragon, controls Sonnorae's harrow deck and uses it to corrupt those who happen upon the deck on Golarion.

STORYKIN EIDOLON SUBTYPE

The storykin are avatars of the harrow deck's cards, brought to life through the power of the Harrowed Realm. Most of the storykin are limited in their autonomy, spending their lives acting out the roles in the stories they originated from. The form and alignment of a storykin eidolon is dependent on the harrow card the eidolon is based on. You can reference an actual harrow deck for these eidolons (harrow decks are available at paizo.com or at many gaming stores, and pictures of the harrow cards can be found in *Pathfinder Player Companion: The Harrow Handbook*), but you can also simulate the suit and alignment of an eidolon from a harrow deck as detailed on page 293 of *Pathfinder Campaign Setting: The Inner Sea World Guide*.

Alignment: Varies.

Base form: Bipedal (limbs [arms], limbs [legs], slam), quadruped (limbs [legs, 2], slam), or serpentine (bite, grab [tail slap], tail, tail slap).

Base Evolutions: The first time a summoner summons a storykin eidolon, he must select a specific harrow card, typically one that features a creature, such as the Paladin, the Rabbit Prince, or the Tyrant. This choice determines the eidolon's base form, alignment, and overall appearance, as the eidolon resembles the creature from the chosen card. Harrow cards without an obvious creature instead manifest as a generic humanoid creature made of colorful patchwork cloth. A storykin eidolon's alignment matches the alignment of the chosen harrow card and still must be within one step of the summoner's alignment. The suit of the chosen harrow card determines the abilities of the storykin eidolon as it evolves. When the summoner gains a level, he can choose a different harrow card and thus a different base form, alignment, and appearance.

At 1st level, a storykin eidolon gains the resistance (sonic) evolution. In addition, storykin eidolons of the suit of hammers and suit of shields gain a +2 bonus on Fortitude saving throws. Storykin eidolons of the

suit of books and suit of keys gain a +2 bonus on Reflex saving throws. Storykin eidolons of the suit of crowns and suit of stars gain a +2 bonus on Will saving throws.

At 4th level, a storykin eidolon gains cold resistance 10 and electricity resistance 10.

At 8th level, a storykin eidolon gains the ability increase evolution, applied to the ability score corresponding to its harrow suit.

At 12th level, a storykin eidolon gains immunity to bleed, poison, and stun. It also gains DR 5/adamantine.

At 16th level, a storykin eidolon loses the resistance (sonic) evolution and instead gains the immunity (sonic) evolution. It also gains immunity to mind-affecting effects.

At 20th level, a storykin eidolon gains immunity to all types of ability damage and ability drain against the ability score corresponding to its harrow suit and immunity to energy drain. It also gains the ability increase evolution again, applied to the same ability score that was increased at 8th level.



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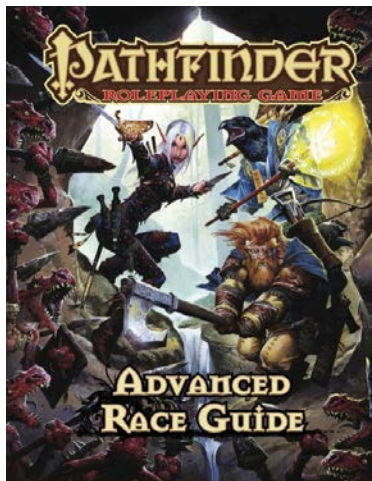
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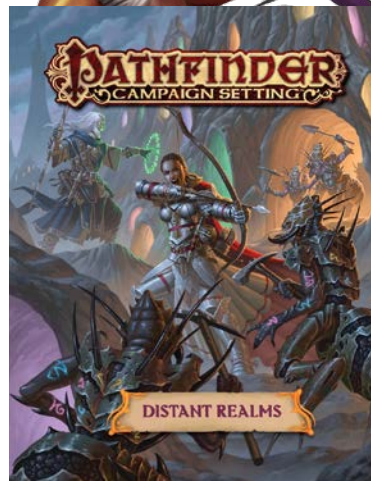
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